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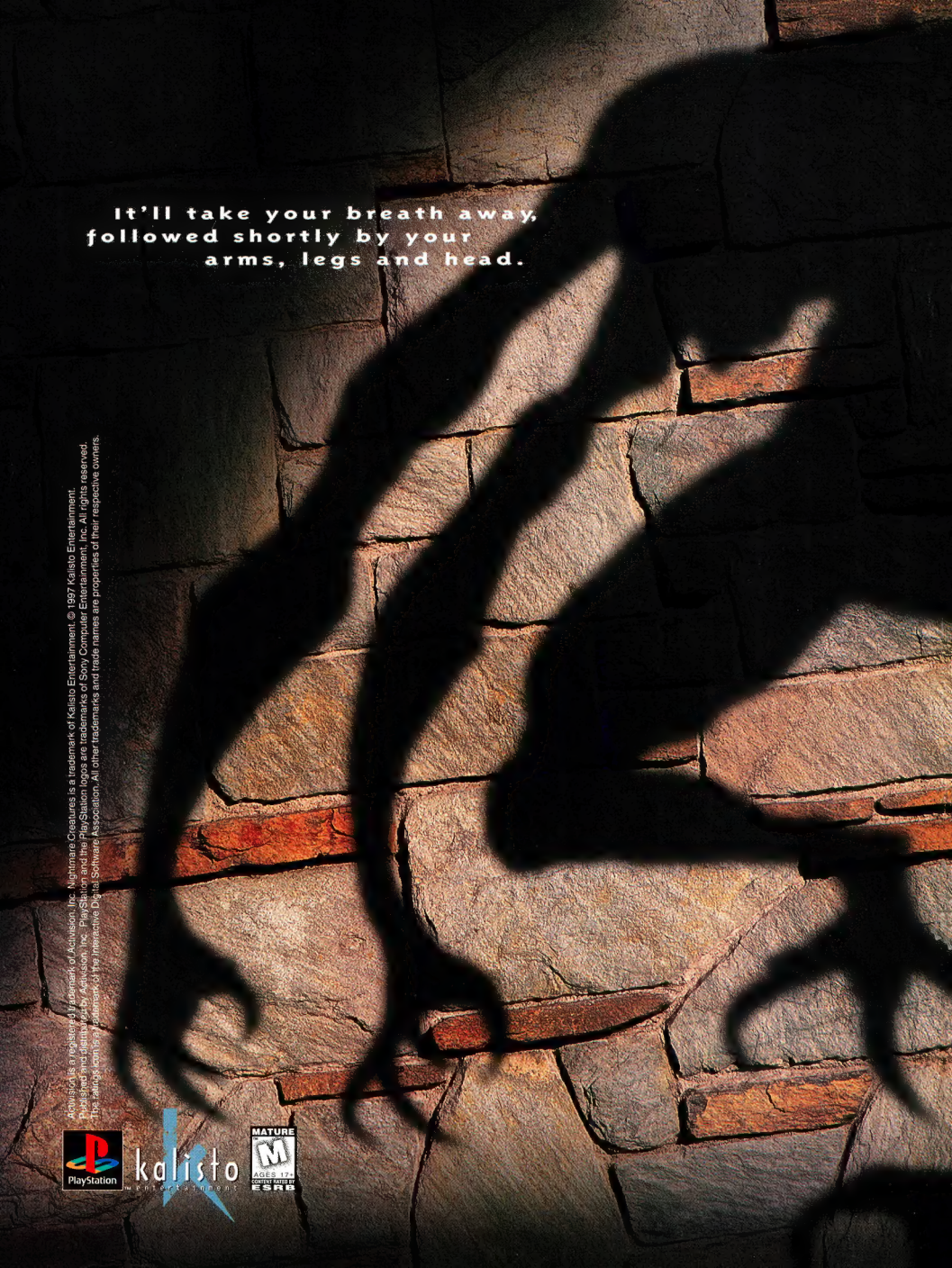

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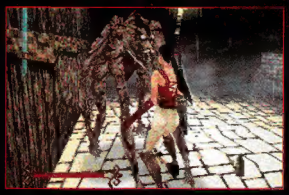

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Greetings fellow gamers. Gather round to peruse the third MegaFan in all it's newly-improved glory. We've taken a long hard look at the second issue, twiddled and tweaked various elements and generally attempted to bring you even more strategies, tricks, combos and tips for the very best video games of the moment. I'm particularly proud of this special 'Capcom' issue, in which three of that company's finest fighting titles receive the mammoth (not to mention exclusive) MegaFan coverage they deserve. We've logged weeks and weeks of gameplay time on *Street Fighter EX + Alpha* (as you can probably tell when you flip through this tome), as well as *Marvel Super Heroes*, and the results speak for themselves. Also as an added bonus, we've slapped in a poster, and secured an actual Capcom arcade system to give away to one lucky reader... check our competition for further details! Of course, Capcom isn't just a world-renowned fighting games company. We'll be first in line at the Raccoon County Sheriff's department when hordes of mutated shambling undead rise from the ground...

> *"We're determined to feature 'cult' titles just as prominently as the bigger-selling releases. If the game's good, we'll be taking it apart!"*

By now, all PlayStation owners worth their salt should have secured a copy of *Final Fantasy VII* for their collections, and rightly so; this is a monumental achievement from Square, and deserves pride of place in any video-gamer's shrine. Rest assured, MegaFan will be bringing you a fine guide to this incredible game in the next issue.

However, for the moment, the masterful *Castlevania SOTN* gets torn apart limb from bloody limb in the first part of our coverage on the best 2D platformer around, as well as more 'cult' titles (such as *Ogre Battle*) which we're determined to feature as prominently as the bigger selling releases. If the game's good, we'll be taking it apart! We've also recruited some top flying aces for our *Ace Combat 2* coverage, as well as plunging the depths in search of some particularly pleasant *Treasures of the Deep* strategies.

Special mention must also be made of the masterful and highly addictive *Goldeneye*, a new and incredibly fun slant on the corridor genre. Although this appeared too late for any major coverage, we've spent the last week bludgeoning bad guys and taking on terrorists in order to reveal two new missions, loads of hidden characters and a plethora of awesome codes! Any Nintendo 64 owner should instantly grab a copy and play it... if only to see the gigantic Jaws in all his frighteningly realistic texture-mapped glory!

Hope you enjoy the issue, and of course any comments you may have are more than welcome... But for now, I'm off to challenge all-comers in the *EX* dojo. Until next time...

David S J Hodgson
(Editor in Chief)

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THE SPUDSTER

L.A. AKIRA

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BLINKY THE CLOWN

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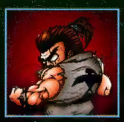
PRINCE RATT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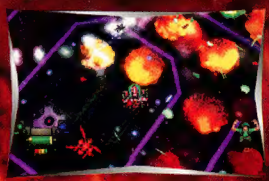
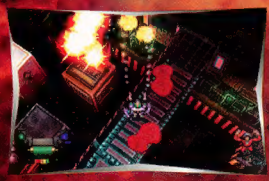


THE ULTIMATE COMBAT CHALLENGE you must first waste the enemy – then take over their bodies and use their powers to crush even deadlier opponents



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Street Fighter EX + Alpha

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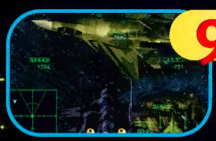

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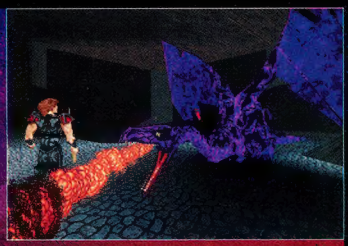

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on the evil priestess who's done you wrong. Because in this cavernous maze of devious traps, it's all about cheating death at every turn, blurring that fine line between pleasure and pain. And just when you think you can't take it anymore, consider the alternative.

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TRIPLE PLAY '98

Easy Homers/ Strikeouts, Sound Tricks

Need a quick homer?? Need to close it out when all the bases are loaded? For an easy homerun, hold L1, L2, R1, & R2 buttons and input up, Tri, left, right, Squ, Cir, down and X. For an easy strikeout, get a strike on your first pitch, hold L1, L2, R1, & R2 and press X, down, Cir, Squ, right, left, Tri, up. For the following sound tricks, hold the L1, L2, R1, & R2 buttons while keying the following commands:
Announcer talk about stadium and crowd - press Squ, Cir, Squ.
Weather - Cir, X, Cir. Word from out sponsors - Tri, Cir, Tri.
Cheering fans - down, X, down, X, Tri.
Booing fans - down, X, down, X, X. **- Gerald Busque, HI**

THUNDER TRUCK RALLY

Codes and Stuff

Hate pounding out the dents of your truck? Not enough grip on the road? Need a lift from a chopper? Input the following codes at the main menu screen. A confirmation "burp" will play if the code is done correctly:
No Damage: left, left, left, up, down, L1, R2
Tall Trucks: L1, R2, L2, R1, up
Super Grip: Left, L1, R2, R1, left, R2, R2, R2
Extra Strength: L2, left, right, up, down, R2
Helicopter Lift: L1, L1, R1, R1, L2, L2, R2, R2. During any endurance race, press triangle and the chopper will lift you to the next checkpoint.
- Nick Jacenko, Glendale, AZ

NBA SHOOTOUT '97

Game Shark Code

Infinite Creation Points: 800D5D3801D8

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TOMB RAIDER
Game Shark codes

Change Skin to Black: 8017673E 0000
Change Skin to Pale: 8017673E 5000
Change hair to Red: 8017673E 0006

SOUL BLADE
Game Shark codes

Player 1 infinite energy: 800BFFBA 00F0
Player 1 infinite power moves: 800C0116 0060
Player 2 infinite energy: 800C2EF2 00F0
Player 2 infinite power moves: 800C304E 0060

WILD ARMS
Bosses, Secret Characters & Game Shark codes

This trick will enable you to build up up to 255 of any item. First, make sure there is only one of the item you wish to duplicate. Then, go into a battle, and have the first two characters select to use the same item (i.e. Have both character use a Heal Berry). When your third character's turn is up, highlight the item your other two characters used, but do not use it. Exchange the highlighted item with the one you wish to duplicate. Exit out of the item screen, and attack the enemy. Next turn, check your inventory and you should have 255 of that item. Use the trick on many things so that you can max out your attributes.

- James Lee, Norwalk CA

Game Shark Codes:
(For Rudy)
Infinite HP: 80133DF0 270F
Max HP: 80133DF2 270F
Infinite MP: 80133DF4 270F
Max MP: 80133DF6 270F
Experience Modifier: 80133E0C FFFF
Instant Level 99: 80133E0E 0FFF
High STR & ATF: 80133DF8 03E7
High VIT & DEF: 80133DFA 03E7
High SOR & MGR: 80133DFC 03E7
High RES & FRY: 80133DFE 03E7

(For Jack)
Infinite HP: 80133E24 270F
Max HP: 80133E26 270F
Infinite MP: 80133E28 270F
Max HP: 80133E2A 270F
Experience Modifier: 80133E40 FFFF
Instant Level 99: 80133E42 0FFF
High STR & ATF: 80133E2C 03E7
High VIT & DEF: 80133E2E 03E7
HIGH SOR & MGR: 80133E30 03E7
HIGH RES & FRY: 80133E32 03E7

Infinite Gella: 801341DC FFFF

(For Cecilia)
Infinite HP: 80133E58 270F
Max HP: 80133E5A 270F
Infinite MP: 80133EL 270F
Max HP: 80133E5E 270F
Experience Modifier: 80133E74 FFFF
Instant Level 99: 80133E76 0FFF
High STR & ATF: 80133E60 03E7
High VIT & DEF: 80133E62 03E7
HIGH SOR & MGR: 80133E64 03E7
HIGH RES & FRY: 80133E66 03E7

SUIKODEN
Game Shark Codes

Hero Experience Modifier: 801B82A2 FFFF
Hero Weapon Modifier: 301B8289 FFFF
Gremio Experience Modifier: 801B82F2 FFFF
Gremio Weapon Modifier: 301B8329 00FF
Pahn Experience Modifier: 801B8342 FFFF
Pahn Weapon Modifier: 301B8379 00FF
Cleo Experience Modifier: 80138392 FFFF
Cleo Weapon Modifier: 301B83C9 00FF
Viktor Experience Modifier: 801B8432 FFFF
Viktor Weapon Modifier: 301B8469 00FF
Flik Experience Modifier: 801B90B2 FFFF
Flik Weapon Modifier: 301B90E9 00FF

DYNASTY WARRIORS
Bosses and Hidden characters

Zhuge Liang - Beat the game with Guan Yu, Zhou Yu, Zhao Yun, and Zhang Fei. Zhuge Liang will be on the left of Zhao Yun or the right of Diao Chan on the Character select screen.
Cao Cao - Beat the game with Xiahou Dun, Dian Wei, Xu Zhu, Lu Xun, Taishi Ci, and Diao Chan. Cao Cao will be to the left of Zhao Yun or to the right of Diao Chan on the Character select screen.
Lu Bu- Get the bosses Zhuge Liang and Cao Cao, and beat the game using these two characters. Lu bu will be to the right of Cao Cao on the Character Select Screen.
Sun Shang Xiang - At the title screen, press left, left, up, down, Tri, Squ L1, R1. A confirmation chime will sound, and Shun Shang Xian should be to the right of Lu Bu at the Character Select Screen.
Nobunaga - You must get the boss Lu Bu and finish the game with Lu Bu. Then at the title screen, press Squ, up, Tri, down and cir.
Toukichi - You must finish the game with Nobunaga in order to get Toukichi. Then at the title screen, press down, down, right, up, Cir, Tri, R1, R2.

- Chris Castro, New York, NY

STREET FIGHTER EX

More mid EX secrets than you can shake a Cracker Jack bat at!

PLEASE NOTE!! (ALL THE CODES ARE DONE IN ALPHA MODE for *SFEX* ON THE IMPORT VERSION)

Hokuto - Miko Hokuto

Miko (priestess) Hokuto is Arika's answer to Angel Kazuya of the famed *Tekken* line. She is basically Evil Hokuto, with one exception. Rather than waving fans around, she carries the ancient priestess wand composed of nine separately-folded papers that have been blessed with numerous Kanjis. Well, fruity or not, here's another Hokuto comin' at ya! Pick Evil Hokuto (see the *SF EX* section for more on Evil Hokuto) with FP (R1), Now, press and hold L2+Start+Circle + Triangle (WP,MP) and continue to hold throughout the loading sequence. Viola!! Note that button presses are set to Default configuration.

Hokuto - Fans of Justice

This one's super fruitastic; beat an opponent using only KICK buttons, then finish the opponent off with the Kyakuhougi (see the *EX*-travaganza for the moves list) for a amusing win pose. You gotta respect the fans!

Skullomania - Olympic Skull Tokachiev

Perform Skullomania's Skull Tokachiev move, and as soon as Skullomania's hands land on the opponent's shoulders, input and hold the following command:
Diagonal Down Towards+ WP+MK+FP
If timed correctly, you'll bring up a scoring meter which will grade you on your skillful move. Score a 10 and the meter will read "Bravo" accompanied with a cheering crowd.

Skullomania - Skull Ranger

Holy colors of the rainbow!!! If you're fond of a few particular Rangers who gallivant around 3:00pm destroying huge rubber-suited nasties, then Skullomania's your character:
Red Skull Ranger- any Kick
Blue Skull Ranger- Start +FP
Green Skull Ranger- Start+QK
Yellow Skull Ranger- Start+MK
Pink Skull Ranger -Start+FK
Black Skull Ranger-any Punch

Skullo Dream Final

Did you know there are two variations for Skullomania's hyper cool Skullo Dream Final? To access the second variation, start with Skullo Dream Final command;
WP, WP, Towards, WK, FP
As Skullomania rushes towards the opponent, press and hold Down +WP+MK until Skullomania makes first contact with the opponent. This will begin the second variation, where Skullomania attacks his opponent in a semi crouching position. Next, after the first frame has ended enter the following commands in perfect rhythm (more of an offbeat really) with the Super move's 'still frames' animation;
Left, Right, Right, Down, Left
If successful, Skullomania will finish the Supermove with an Ultraman-style laser beam that he emits from his crossed arms. How cool is that?! This fighter may look like a circus freak, but he sure can dish out the damage!

Ryu - "Skills" Headband

Here's how to really impress your friend. Once you've tallied up more than five wins with Ryu, you'll notice that the size of his flailing headband will increase in size. Continue to win, and they'll get pretty darn long. Why? Because Arika loves you. Dig those kerazy red strands of cloth, man!

Dhalsim - Broken Skull Necklace

Here's another wacky surprise from the gentlemen at Arika. Dhalsim must win a match with no energy (vital) left. After doing this, you must also randomly get the win pose where he holds his hands high, and sways his head from left to right. When successful, mid-way through Dhalsim's victory pose, his Skull Necklace will unhinge and fall off!!! Okay, now that's just truly too cool! Well, maybe not.

Darren - Maniac Pose

To get Darren's maniac pose where his eyes flash, defeat an opponent with a super combo composed of three Endora Bashii. Note; this combo must K.O. the opponent. Next, randomly get the Win pose of Darren with his hands on his hips. If done right, Darren's eyes will flash like two cute twinkling stars in the night...

Flashing Federation Belt

To make Darren's prized Arika World Federation Title Belt flash, do the same as above, but don't KO the opponent with the Super Combo. Respect!!!

MORE STREET FIGHTER EX + ALPHA INSANITY ON PAGE 13!!

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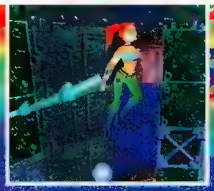
Pilot a giant mech
warped 3D tunnel

Nikki



PlayStation

Call 1.800.771.3772 for
Game Rating Information

Pandemonium 2

CRYSTAL DYNAMICS

CrackerJack - Silver Bat

To get the silver version of CrackerJack's bludgeon, pick CJ then press and hold the up, Square, Circle, R1, and R2 buttons during the loading screen. Now every time you feel like swinging, thu ain't nutin' sound better than the dull *PING!* of metal hitting skull!

Ending Collection

If you fancy some eye-candy, then feast your sockets on Arika's talented character endings. Beat the game with any character, and the ending will be stored in the Ending's sub menu.

Complete Expert Training Mode (with Skill)

Complete all the Expert Training mode exercises, and you'll not only be awarded Evil Ryu, Evil Hokuto, a few new colors for Bison and Garuda, and the Cycloids, but you'll also be treated to a Bonus Game. What is the Bonus Game? The long lost Barrel stage of course!!!

If you lack the patience or skills to complete Expert Training Mode, you can cheat and enter a code to access the Barrel Stage, only you can't save it once entered. The command must be re-entered after every power off.

Go to the Mode Select Screen, place the Cursor on Practice and Press Start. Next, press Up, Up, Right, Up, Right, Up, (this should bring you back to the Practice Option) and Press the Start Button once more.

The words "Here comes a new challenger" will appear on the bottom of the screen when done properly. Now just enter the Practice Sub Menu, and the new Bonus Game Option will appear.

Of course, the fun is only just beginning...

For even more *SF EX* insanity, turn to page 52!

CASTLEVANIA

Passwords & Name Codes

Ah..the power of a name... Start a new game and enter the following names to gain hidden options:

AXEARMOR - When you start the game with Alucard, there will be a suit of Axearmor in your inventory. Wear it, and you'll change into an Axearmor assailant.

X-X:V"Q: Not feeling like the lucky one today?? Enter this weird name, and though Alucard starts with really weak strength, his luck is incredibly high. This will help in getting the hordes of rare items this game has.

Richter: After beating the game (including the inverted castle), start a new game on the same memory card as the finished game and enter RICHTER. You'll now play Richter Belmont...JOY!

LIBIDO

desires.

Hidden bonus levels & access to funky new characters

CRYSTAL DYNAMICS

GOLDENEYE REVEALED!!!

Two Secret Levels, New difficulty, Cheats and more!

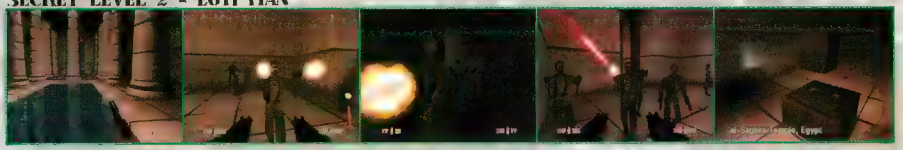
Jolly good show, 007! I see you've completed the game on 'Agent' setting! Then you'll be able to select a number of extra operatives in multi-player mode, including various bounders and scoundrels from your past! However, complete the game on '00 agent' setting, and two secret missions become available in a Roger Moore-tastic type fashion!!

SECRET LEVEL 1 - AZTEC

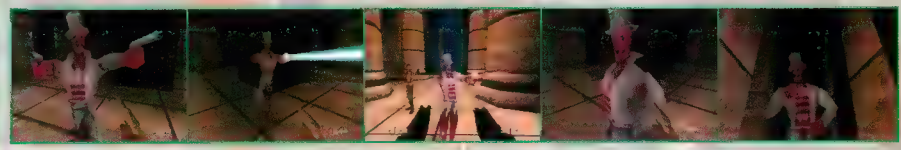
We're not going to insult your intelligence by granting you an actual walkthrough of both these levels. Let's face it; if you've got this far, you'll know all about silenced weapons, sniping enemies and the pantaloon-soiling difficulty level present in this astounding title. What we can give you are a couple of pointers for taking down the more annoying parts of the level. Firstly, enter the darkened control room first, as

the whole shuttle bay must be removed of Drax's scum before Jaws may be faced. Watch for the quartet of mini-guns in the central chamber... insane amounts of sniping skill will be required to take these out... Of course, Jaws holds the security key card to the launch sequence, so you'll have to sneak back and round to face this gigantic monster. We'd recommend taking down the two Moonraker guards, before attracting Jaws' attention and running back to a nearby corner. As Jaws strides into view, run into him (so you're essentially looking at his torso), and he'll shoot past you. From here, he takes a good 20 automatic gunfire shots before he (wait for it) 'Kiels' over...

SECRET LEVEL 2 - EGYPTIAN

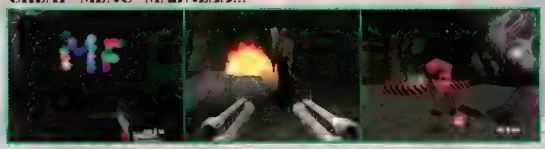


Any Bond player worth his salt should have NO problem at all with this Egyptian level. Aside from the regenerating Baron Samedi (do you do voodoo?), there's only one real problem... obtaining the Golden Gun from the tomb chamber. Step on the square stones in a particular order (which only took us five minutes to figure out - but we got lucky!) and you'll zig-zag to the plinth with the Golden Gun encased.



Miss a stone or step on the wrong one, and you'll be gunned down by four invincible mini-guns!. Look for secret passageways in the walls, and you'll face the Baron on three separate occasions. Once you'll completed this, you'll be rewarded with "007" agent difficulty, where the intelligence, reaction time of enemies and your constitution can all be changed... Time for another trek through the game!!!

CHEAT MENU MADNESS!!!



There's a load of cheats to find... in fact one on every level. After you've finished a zone on all three difficulty settings, you'll see a best time to beat on one difficulty setting. Race through and you'll be rewarded with some funky cheats, like the Paintball mode, All guns, tiny Bond and DK mode!! There's more than 20 codes waiting for ya!!

"OH, DO BE CAREFUL, 007!"

We'd only recommend taking down Jaws in hand-to-hand combat if you possess the true Roger Moore-based skillage!! But hey, it didn't work for him either... Karate chop this guy? Human error! Try the invisible mode for more fun... watch the enemies and their 'waiting animation'!!

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AMF03

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Are you a master of Capcom knowledge? Do others quake with your legendary Capcom gaming skill and are you an expert on Capcom video games? Well now's the time to prove it!! We've got a superb Capcom coin-op system to give away to one lucky reader... So, what do you have to do? Wow us with your Capcom knowledge of course!! Simply answer as many of the questions (below) as you can, jot down the answers on a piece of paper and mail it to the MegaFan address. The reader with the most questions answered correctly receives the fabulous prize! Note that some of the questions are INSANELY DIFFICULT, so answer as many as you can! Good luck!

1. What's Sakura's last name?

2. What's Capcom's trademark pinwheel called?

3. What's the name of the little robot, originally from *SideArms*, that appears as a bonus in many Capcom games?

4. What's the name of Lord Raptor's...erm, little friend?

5. What's Sean's last name?

6. Name at least (or any) three of the practitioners of Bushin-style Ninja Arts in the Capcom universe.

7. Yun and Yang are the estranged sons of what other *Street Fighter* character?

8. What does Demitri say when he throws an ES Chaos Flare in all three *Vampire* games? Bonus: Who is Demitri's voice actor, and what other non-Capcom fighting game character does he portray?

9. What's the name of the 8-bit Famicom game that was the inspiration for *Resident Evil*?

10. What's the name of the white dog in Stage 3 of *Final Fight*?

11. What's the name of T.Hawk's grandfather?

12. What is Strider's real name?

13. What is the name "Capcom" an abbreviation of?

14. Name three of Ibuki's seven fellow Ninjas.

15. What's the name of Ibuki's pet raccoon?

16. Name the Doctor that MegaMan has faced in only one game.

17. What's Sakura's best friend's name?

18. Name two of Capcom's many incredible artists.

19. What is the name of Ryu and Ken's master?

20. What is the full name of Dan's father?

21. What game is the *Puzzle Fighter* character Devilotte originally from?

22. What's the name of MegaMan's girlfriend?

23. Name Capcom's first CPSI game, first CPSII game and first CPSIII game.

24. Name three characters who, at one point in *Street Fighter* history, have had redi-zzy combos.

25. List all the games in the *Muscle Bomber/Saturday Night Slam Masters* series.

26. Name the last boss in *Trojan*.

27. What's the name of the main character in Capcom's "*Street Fighter*" series?

28. What's the name of the karate school Dan opened?

29. Name one of the two Capcom games that were rental-only in the U.S.

30. How many megs was Capcom's SNES game *Goof Troop*?

31. Who is Chun-Li's voice actress in every game since *Street Fighter Alpha*, and what other famous anime heroine does she portray? Bonus: What is the actress' nickname?

32. Who was the director of *Street Fighter II*, and what is his most recent game?

Answer as many as you can, and post your entry to the address below:

All answers will be revealed in the next issue...

MegaFan Capcom Competition
5137 Clareton Drive Suite 210
Agoura Hills, California 91301

MegaFan "Capcom Competition" Rules 1. No Purchase Necessary to Enter. To enter, send a postcard or envelope with your name, age, address and phone number and answers to MegaFan "Capcom Competition" 5137 Clareton Drive, Suite 210, Agoura Hills, CA 91301. Entries must be received no later than October 31, 1997. Capcom Entertainment America (the "Sponsor") is not responsible for lost, late, mutilated, illegible, incomplete or misdirected entries. 2. Prizes: One (1) Grand Prize winner will receive a Capcom Marvel Super Heroes vs. Street Fighter arcade cabinet and copies of the arcade game inside it. Sponsor reserves the right to substitute prize of equal value if prize is unavailable. Prizes are non-transferable and non-refundable. Winners. Winners will be determined by a single random drawing of all valid entries received by the Sponsor. All decisions are final. Drawing to be held on or about November 15, 1997. Winners shall be notified by mail and/or telephone. 4. Odds of Winning Sweepstakes. The odds of winning depends on the number of valid entries received. The winner will be the contestant with the most questions answered correctly. In the event of a tie, the winner will be randomly selected from the tying entries. The judges' decisions are final. 5. Eligibility: Promotion open to residents of United States only. Resident only prize/prize notification as undeliverable or if an alternate winner will be selected. Winners may be required to sign an affidavit of eligibility/release of liability/prize acceptance within 7 days of notification of their prize. If the winner is a minor their prize will be awarded to parent or legal guardian. By acceptance of prize, winners agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of the Sponsor and its parties and affiliated companies and their families are not eligible. Neither the Sponsor nor its affiliates, subsidiaries, division or related companies are responsible for any damages, taxes, or expenses that winners might incur as a result of this sweepstake or receipt of prize. 6. Winners List: To obtain list of winners, send a stamped, self-addressed envelope to MegaFan "Capcom Competition" Winners List, 5137 Clareton Drive, Suite 210, Agoura Hills, CA 91301. Requests for winners list must be received by November 15, 1997. Please allow 4 weeks for delivery of winners list. MARVEL SUPER HEROES™ AND © 1997 MARVEL ENTERTAINMENT GROUP, INC. ALL RIGHTS RESERVED. © CAPCOM CO., LTD. 1996, 1997 ALL RIGHTS RESERVED. THIS VIDEO GAME IS PRODUCED UNDER LICENSE FROM MARVEL ENTERTAINMENT GROUP, INC.

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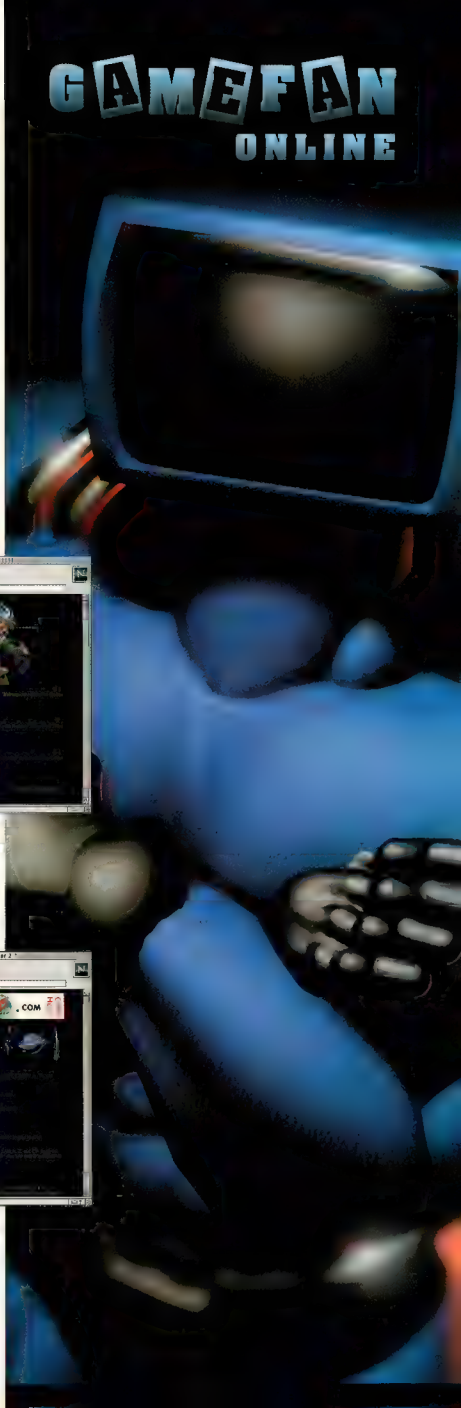

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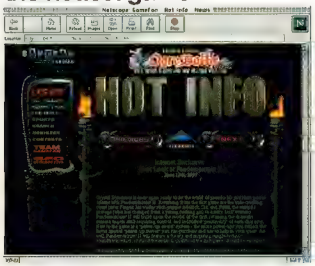

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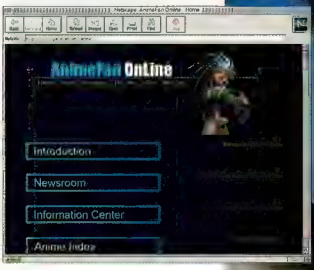

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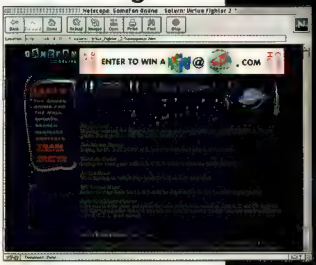

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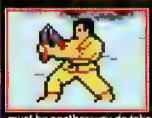
Yie Ar Kung-Fu

Lordy, me plums! I must be dreaming! That's right, get ready for a blast from the past, it's Yie Ar Kung-Fu! Set your eyes on some h-core MF strats and a complete move list for the most top notch arcade beat-em-up of 1985...

Tempted by an offer to challenge some of the greatest fighters in the world, you accept, and enter one of the most grueling bare knuckle, no-holds barred tournaments in the world. How can you turn down this offer to become one of the most feared fighters in history? Young Oolong, your Kung-Fu training will now be put to the test against the most shady of shady fighters. Being a man of honesty, you will fight your way through the ranks with only your fist and feet to wield in battle. But your opponents have a different outlook on brawling. They possess a variety of weapons to guarantee a swift victory against any adversary. Each fighter being a specialist in their weapon of choice, you will have to swing your deadliest punches to slap 'em down. Get ready to step in the arena...

HOT FIGHTING HISTORY

The first bracket you will enter is hot fighting history. Within this bracket are few dangerous opponents, but most are a cake walk. Buchu is your first contender. His size will be intimidating, but if you push him into the corner and stick him with a barrage of sidekicks, you'll floor him in seconds. Watch out for his flying rush, because he has two different variations. The first being a high rush that will hit you at head level. The second rush is a low rush, which he does very rarely so it's not very dangerous. If he keeps kicking high, do a lunge punch and nail him in the jewels, it's great fun to watch his eyes bug out! After you have defeated Buchu, you will face Star as your second challenge. Being both pretty and deadly, you should not stare for too long or you will pay the price from her steady stream of razor sharp ninja blades. Star has an unlimited supply of them which will be unleashed at three levels: high, middle, and low. She only has the skill to use her feet, so if you get close, just dodge her skilless kicks and slap her down with your own. Nuncha is a nunchaku wielding fighter, clad in a yellow gi. He's a bit of a show off, always eager to display his new techniques. You can really make him pay the price for his arrogance, but be aware that he's a fast learner. After a few attempts of frontal attacks you will soon learn that there must be another way do take him down. The best strategy to put him away is the "ping-pong". At the beginning of the round, just bound over him to the right most side of the screen, this will surely capture his curiosity. As he comers himself, he will try to back out in fear. You should be able to side kick him at least twice while he scurrying back. Then, repeat this strategy by jumping to the left most side of the screen and kick him a few more times. Watch his patience crumble until he's been totally drained of his energy. One final note; in the beginning of the round,you can score a free hit on Nuncha while he is twirling his batons. Pole can really be a thorn in your side. If you let him, he will stick you it to you every which way. One way to avoid this is to attack his foot, constant footsweeps and shin kicks will put him flat on his back. He also has a weakness in the comer, every time you low sweep him he will back into the corner and then try to rush you. Take this as an opportunity to tag him with consecutive low sweeps, do not let up! This is the key to defeating Pole. The Feedle are basically a bonus stage to help earn you some points towards the extra man you will be needing when you face the challengers in the Masterhand History bracket. Attack them any way you like, because they only have tow moves: a high punch and a low punch. The "Feebles" are pretty unskilled, don't ask me why they are the last opponents to qualify you for the Masterhand bracket. The masterhand bracket has a handful of skilled fighters. With the exception of Fan, the rest of the challengers will definitely put up a fight. Chain obviously wields a long chain. When unleashed from his hands, it will span the length of the screen, at this time you can either jump over the chain, duck under it, jump towards him, or you can attack the chain. If you hit it clean, you will take zero damage, but if you whiff, you will be short one chunk of valuable energy. Just repeat the same strategy that you used to defeat Nuncha and you should stay safe. Alternately, you can bait him and wait for him to toss the chain, jump it, and strike him for free when you touch down. He won't be able to react because his chain will be recoiling back to him. Club is a bit of a pain because he has a shield to hide behind. But he takes too much pride in it, ignoring his front foot. You can play chicken with him and split punch when you think he is going to attack, or you can simply throw a low punch and send him hobbling about on one foot. Back him into the corner and torture his toe! Fan is definitely has more finesse than fight, just avoid her fans by jumping diagonally towards her. She must gone to the same dojo as Nuncha because she will foolheartedly follow you into the corner o' doom, bedazzled by your building bounding skills. There, you can gain a couple hits towards your victory as she scurries back to the middle of the arena to release her next wave of fans. Just repeat the ping-pong strategy and you're halfway there. The sword wielding bloke also has a bad habit of neglecting his big toe. Low sweep him for free, or split punch him in his portly beer keg of a stomach. Remember, variety is the spice of life. Tonfun is the nightmare of all fighters, easily being the most difficult opponent in the Masterhand history bracket. One little secret though, he hates the ping-pong strategy. He will fall at your feet if you have mastered this strat. Don't even try to take him head on because he is highly skilled in the art of rice smashing (that's what the tonfas' were originally designed for). After you have punished Tonfa, get ready for some h-core Blues bashing. He dislikes the split punch, so exploit his weakness. Just don't let him back you into the corner, or you WILL be given a Blues-based sweeding.



MASTERHAND HISTORY

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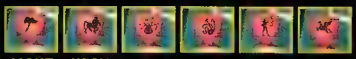
HERCULES
Herculaid Passwords!

Here's all the level Passwords for Hercules! These should come in handy when you want to show-off some of the spectacular bosses to your friends, or if you've missed out on a few levels... enjoy!



LIGHT NESU MEDU HYDR ARCH PEGA

HAT THIN HEAD MINO GLAD

GLAD, MINO, GLAD, MEDU - **TRAINING**
HYDR, MEDU, THIN, MEDU - **GAUNTLET**
NESU, HEAD, MINO, ARCH - **FOREST**
NESU, THIN, HYDR, HEAD - **NESSUS**
GLAD, HYDR, ARCH, GLAD - **THEBES**
THIN, HAT, THIN, GLAD - **HYDRA**
ARCH, PEGA, ARCH, NESU - **MEDUSA**
HAT, PEGA, HEAD, ARCH - **CYCLOPS**
GLAD, THIN, THIN, LIGHT - **TITANS**

DARK RIFT
Boss and Endings code!

Dart Rift features two hidden bosses, both of whom are playable if you input a secret code. The codes are entered at the title screen.

Sonork - L, R, Top C, Bottom C, Left C, Right C
Demitron & Sonork - A, B, R, L, Bottom C, Top C

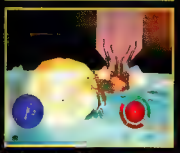
If you find Rift too challenging, or you want to see an ending for a character you don't like to play, the following codes will aid you. However, you should use these codes as a last resort. All codes are entered at the Title Screen.

Aaron - Up, Left C, R, Right, Down, R, R, Left C
Demonica - Up Left C, R, Right, Down, R, R, Top C
Demitron - Up, Left C, R, Right, Down, L, L, Bottom C
Eve - Up, Left C, R, Right, Down, R, R, Right C
Gore - Up, Left C, R, Right, Down, R, R, Down C
Morphix - Up, Left C, R, Right, Down, R, R, B
Nikki - Up, Left C, R, Right, Down, R, R, A
Scarlet - Up, Left C, R, Right, Down, L, L, Left C
Sonork - Up, Left C, R, Right, Down, L, L, Top C
Zenmitron - Up, Left C, R, Right, Down, L, L, Right C

Note: Just to make sure there's no confusion, "Right" means on the control pad, "R" means shoulder button.

CARNAGE HEART
Real-time OKE Control!!!

That's right, now you can have complete control over your OKE mechs in the heat of battle! During battle, push Select to bring up the options, then press Select 11 more times. Now simply change Automatic to Manual and the OKE is at your command!



CONTROLS:

Up/Down=Forwards/Back

Right/Left=turn

Square=grapple

Triangle=jump

Circle=Duck

X=Fire main weapon

L1+right or left=Strafing

R1+Square/Triangle/Circle/X=change mech

Sure, this code defeats the purpose of the game (to build and program mechs), but it's cool!

P. S. Steve asked me to print this code "...just so people can use it." Respect!

DRAGON FORCE
Debug Code!

This one's been floating around for while, but here it is for all those who missed it:

Before you boot up the game, at the CD player screen, hold X, Z, L, R, and Start at the same time.

Keep holding the buttons 'til you reach the title screen (the one with "Press Start") and enter the following:

Down, Down, Up, Down, Down, Left, Left, Left, Up, Down, Right, Right, Right, then release Start, and press it again. You should now see the "Debug" icon appear below New Game and Options. Start a game as you would normally do.

At the map, check the options menu for the Debug mode. Now you can trigger instant battles and domestic duties, change the battle music and backgrounds, even select the map speed and experience value of fights! Be sure to finish this excellent strategy game on your own first, though. It'd be a shame to ruin it.

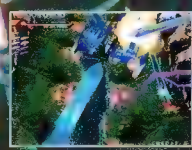
RAYSTORM

WIN $10,000
CONTEST DETAILS INSIDE PACKAGE

Eye-Popping Hyper-3D!
Two Player Simultaneous Action!
Arcade Perfect!

PlayStation

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB



SPAZ
Twitch Games Nothing Else!

WORKING DESIGNS

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MARVEL COMICS

MARVEL SUPER HEROES

The Infinity Gems... Time, Space, Power, Reality, Soul and Mind. No one knows from where these Infinity Gems came. Fewer know they are as old as time itself. Possessing one of the six will make any being godlike. Controlling all six will can rip the very fabric of the universe as we know it. Since the beginning of time, beings throughout the universe have struggled to control the gems. Thanos, a powerful being in his own right, has found one of these Infinity Gems and is attempting to find the others in order to create the Infinity Gauntlet, an artifact of immeasurable power which unites all the Infinity Gems. Heroes from across the Marvel Universe, as well as many villains, knowing the great danger should Thanos retrieve all six Infinity Gems, have raced to find him... Some, to stop him from uniting the Infinity Gems, and others to recover the gems for their own personal use.

MegaFan is proud to present a complete guide to this seminal 2D festival of hardcore pugilism. We'll reveal the very best combos, check the special moves and note strategies in the following pages. More than any fighting game (with the exception of *Killer Instinct*), *Marvel Super Heroes* is a combo fighting game. Basically, if you don't like Super Special Combos, One Button Hit Combos, Chain Combos, Air Combos, et cetera, you're going to have to learn to love them to experience the game! Before we reveal each superhero and their killing techniques, DanGOhead beckons you to the training dojo for some finer points on taking down your mutant foe...

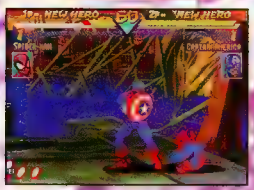
TRAINING

TECH-HITS

Just like in most of the Capcom fighting series, the user's character, when being heaved about, has the ability to "soften" throws, thereby lessening the damage of the throw. Press any button (except jab punch or short kick), plus any direction within the first frames of the throwing animation to soften throws and cause a 'tech-hit'.

ROLLS

Rolling is an extremely useful evasive tactic: in fact, unless you like being knocked back into the air from the ground, one must perfect rolling (and thus evade the 20+ combos present in this game). Many of the high number of hit combos rely on striking an opponent that is lying on the ground after a knock-down move. Rolling is performed by doing a quarter circle forward motion + any button and can be performed while in the air after being hit from a knock-down, or as you hit the ground from a knock-down. Knock-downs are moves that knock any character flat to the ground from either special moves (Cap's Stars & Stripes, Spidey's Spider Sting, Juggie's Juggernaut's Punch, et cetera) or normal moves like sweeps.



DASHES

Dashing is an important aspect in the game as it allows you to cut the distance between your target very quickly. Dashing is performed either by tapping forward twice or by pressing all punch buttons. Characters can also backdash (dashing backwards) by tapping back twice.

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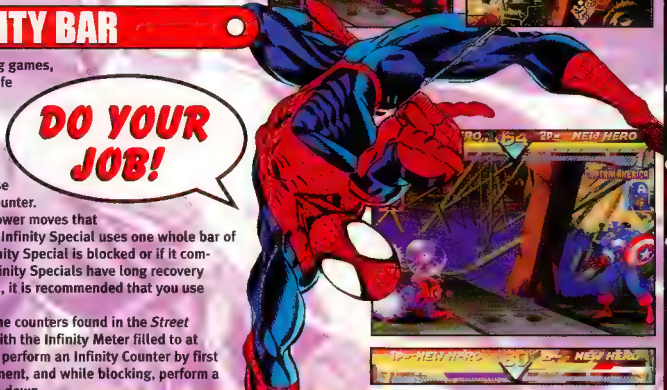
SUPER-JUMPING

Super jumping: Much like *X-men: Children of the Atom*, characters in *Marvel Super Heroes* are also able to perform Superjumps by either executing a down, up motion or by pressing all three kick buttons.

INFINITY BAR

Like many of the Capcom fighting games, *MSH* features a bar below the life meter of each character. This meter, called the Infinity Meter, fills up as each character performs moves when fighting. Once full, the character is able to execute one of two techniques; use their Infinity Special or Infinity Counter.



Infinity Specials are suped-up power moves that are very damaging. Performing a Infinity Special uses one whole bar of the Infinity Meter, even if the Infinity Special is blocked or if it completely misses. Because most Infinity Specials have long recovery times if the attack is unsuccessful, it is recommended that you use caution when performing one...

Infinity Counters are similar to the counters found in the *Street Fighter Alpha* series. Basically, with the Infinity Meter filled to at least level one, any character can perform an Infinity Counter by first blocking any attack from an opponent, and while blocking, perform a quarter circle motion from back to down (back, back/down, down) while pressing any punch button. Though Infinity Counters are useful because they cannot be blocked, it is more valuable to save the your Infinity bar for more damaging Infinity Specials, especially for the characters that can only fill their Infinity Meter to level one (i.e. Shuma Gorath & Blackheart).

INFINITY GEMS

In the Marvel Universe, the six Infinity Gems are great sources of power that, if united, can rip the universe apart. In the game, the Infinity Gems are important factors that can easily turn the momentum of a fight. From time to time, especially after a powerful attack or monstrous combo, an Infinity Gem may appear and fall from the air. Once picked up, you can use the power of the Infinity Gem by performing a quarter circle back motion (down, diagonal down/back, back) and pressing all punch buttons simultaneously. If you collect more than one Infinity Gem, you can scroll through each Gem. Once an Infinity Gem is used, a bar near the bottom of the screen with the Gem's name will appear. Once the Infinity Gem meter appears, it will constantly decrease as time passes, allowing you a few seconds of the power of that Gem. Once the Infinity Gem Meter is depleted, the character will lose the power of the Infinity Gem, and that Infinity Gem will not appear for the remainder of the match. Infinity Gems can be knocked out from a rival character in order steal them for another's use. If more than one Infinity Gem is being held, the first highlighted Gem will be knocked out.

There are six Infinity Gems, each with their own unique powers. Certain characters will notice special abilities with a certain Gem (called SP). The Infinity Gems are:

Power - Additional attack power
Mind - Constantly refills Infinity Meter
Time - Speeds character's attack
Space - Super armor
Soul - Heals character
Reality - All of the character's normal attacks launches various projectiles

COMBOS

As stated earlier, *Marvel Super Heroes* is a combo game. If you don't utilize combos in your repertoire, you're limiting the number of extra hits you can yield onto an opponent, and you'll mostly have to rely on special moves. Why, when pounding your foe into the sky looks so cool?!

The basic definition of a combo is a series of moves strung together so that one hits after the other. In other words, once the first initial hit of the combo connects, all the sequential moves of the combo should clearly hit if done with the proper timing and precision, and the opponent will not have time to block any of the combo hits throughout the entire bombardment.

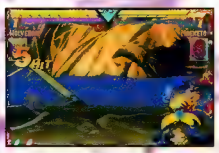
There are three basic combos in the game: Ground Combos, Air Combos, and Infinity Special Combos. From Ground combos, there are dashing, juggling, chain, and special move combos. Air combos are split into two groups, Super Jump combos and Normal Jump combos, and from each group, you have chain, and special move combos (you cannot juggle opponents while in the air). Nearly all of the Infinity Special combos are multi-hit combos (with the exception of Shuma Gorath's Chaos Dimension), so that once performed, they will continuously hit the opponent (technically resulting in a combo).

GROUND COMBOS

When speaking of Ground combos, only a few characters have the ability to score high in the number of hits on purely ground combos. Those that do are usually quick and have normal moves that hit more than once (i.e. Wolverine's standing double Forward kick, Captain's standing double Forward kick, *et cetera*). Ground combos are classified as combinations done while your opponent is still on the ground. From here, we can divide Ground combos into the four sub-divisions: Dashing, Special Move, Chain, and Juggling.

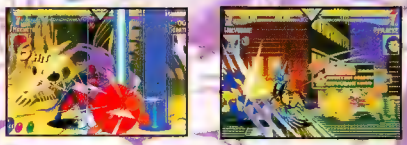
DASHING

Dashing into the opponent draws you closer to your foe, thereby enabling you to connect deeper into the enemy. This enables your character to deliver more hits that normally would push your target away.



SPECIAL MOVES

Most special moves in *MSH* hit more than once, usually with the user tapping buttons repeatedly to get additional hits (i.e. Wolverine's Berserker Barrage). And with multi-hit special moves, generally; the higher strength of attack used, the greater number hits. Infinity Specials also yield multiple hits.



CHAIN

Similar to Capcom's *X-men: COTA*, chain combinations abound throughout the game and are the limiting factor in how many hits your combo will attain. To simplify, chain combos are combinations where a move is canceled by another move. Some characters have very limiting chain combos (Blackheart, Shuma Gorath) while others can make use of all the normal moves and deliver a 5-6 hit chain combo (Psylocke, Wolverine). When jumping in, many character can actually hit the ground-based opponent multiple times before landing and starting the ground chain combo. All chain combos, whether on the ground or in the air, start from the weakest intensity of attack, to the strongest.

JUGGLING

Juggling combos take many forms, but the most common in *Marvel Super Heroes* launches the opponent and opens the opportunity for an Air Combo. Technically speaking, there are three types of Juggling combos: Juggling air opponents, juggling knocked-down opponents, and knock-up juggling combinations.

Juggling air opponents takes place when an enemy is in the air and your character juggles them with a ground based move (usually a knock-up). Though the initial hit may not be a combo, you can usually follow up with an anti-air special move. Of course, you can opt to follow up with a Air combo if you juggle an air opponent.

After certain special moves or normal moves (like sweeps) are performed upon an enemy, the enemy will lay on the ground for a few seconds. During this time, you can actually hit the knocked-down opponent again, juggling off the ground and follow up with either a normal move (usually a knock-up) or a special move to combo off the ground. Most normal crouching moves, like a crouching Short kick or Jab punch, will hit the knocked-down opponent, and from there, you can tag on a special move for additional combination hits, or a normal move which can launch them in the air for an Air Combo. However, juggles on a knocked-down opponent can be defended if the enemy rolls when knocked-down, thereby eliminating the juggle off the ground.

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A knock-up juggle is the most common, and probably the most useful of the juggle system. A knock-up juggle is performed upon a ground-based opponent and is usually best utilized when an assailant is recovering from either a missed or blocked attack. The actual hit to start the juggle is either a small knock-up (i.e. Psylocke's cr.Forward kick) or a regular knock-up (i.e. Spiderman's s.Strong punch). Small knock-ups can usually be followed up with another normal move, a special move, or in some cases, an Infinity Special. Regular knock-ups are similar, but the best continuation after a regular knock-up is the Air combo.

AIR COMBOS

What makes Marvel Super Heroes such a spectacular game and an eye grabbing wonder is the ability to perform multi-hit combinations in the air. Though a few characters were able to perform Air combinations in X-men: COTA, all character in MSH can perform Air combos. An Air combo is essentially a string of hits performed upon an enemy in the air while you are airborne. There are basically two types of Air combos, which depend upon if you Normal jump or if you Super jump upon your air target. From the two basic types, there are chain, and special move combos.

The Super jump is easily performed by either moving your joystick in a quick down, up motion, or by pressing all the kick buttons at the same time. The most common type of Air combo, Super jumping Air combos are usually added upon a ground-based knock-up, though they are also seen when two opponents Super jump. When following a ground-based knock-up into an air combination, instead of performing a down, up motion for the Super jump, pressing up will start the Super jump (sort of an automatic Super jump feature after a knock-up). From there, Air combos are made up of entirely Air chain combos, Air Special move combos, or a combination of both. With Air chain combos, always start from weakest to strongest, because hitting Fierce or Roundhouse will send the opponent flying away, ending the Air combo (Blackheart and Ironman are the only exceptions). Take note that each character has a different timing to Air combos. Use of special moves in Air combos are best done to finish a chain combo, for rather than hitting Fierce or Roundhouse, you can tack on a special move which can knock-out valuable Infinity Gems.

Normal jump Air combos are relatively the same as Super jump, with the exception that the only time Normal jump Air combos happen is when you perform a Normal jump to meet an opponent in the air. Remember, that after a knock-up you cannot Normal jump, only Super jump towards the airborne target. With Normal jump Air combos, hitting Roundhouse or Fierce will not send the opponent flying away, enabling you to tack on a couple extra hits after a Fierce or Roundhouse. Take note that Normal Jump Air combos still follow the limitations of your character's chain ability.

COMBO CONDITIONS

Every time you perform a combination, be it Air, Ground, or both, chances are that you may not always get the same number of hits that you expect. In *MSH*, there are a great number of factors that effect the number of hits you will be able to receive in a combo. Many of them are obvious (character's reach, your timing, if you have an ounce of skill or not, *et cetera*) but some of the more important conditions that you may not be aware of or see are described below.

Corner combos:

One big factor is location, and the best position for your prey is in the corner. Once your opponent is in the corner, you have two things you have less to worry about: pushing your target too far away, and the timing for an Air combo, should you choose that option. Also, because you are in the corner, Super jump Air combos that end with Fierce or Roundhouse will make the target hug the corner and hang in the air a bit longer. Some characters are able to tack on extra hits because of this "corner hugging" to the wall.

Rolling: (see *tech-hits and rolling section*)

Infinity Gems:

Those shiny objects that float around during battle, not only make a difference in just the game. Infinity Gems can increase either the number of hits or damage, depending upon your character. Special abilities gained from certain gems for each character can make way for some very interesting combinations.

Your Target:

Perhaps the most important factor when performing combinations, the size and weight of your enemy will determine what exactly you can use when creating your awesome combinations. For the most part, size is divided into three parts: length, width, and weight. Length determines exactly how many hits you can perform on the intended target when you're jumping. Width determines the number of hits you can attain when you are dashing. Weight determines the duration of time you have to perform an Air combo upon the hapless victim. With all these considered, the following list shows comparisons of these factors for each character:

Length (from smallest to largest)
Wolverine, Spiderman, Psylocke, Captain America Ironman, Shuma Gorath, Magneto, Hulk, Juggernaut, Blackheart

Width (from widest to narrowest)
Juggernaut, Hulk, Blackheart, Shuma Gorath, Magneto, Captain America, Ironman, Wolverine, Spiderman, Psylocke

Weight (from heaviest to lightest)
Juggernaut, Hulk, Blackheart, Ironman, Captain America, Magneto, Shuma Gorath, Wolverine, Psylocke, Spiderman

OKAY, fanatics! Let's get to grips with the moves!

ABBREVIATIONS/LEGEND

SJ - Super Jump CH - Charge S - Standing
CR - Crouching DIAG. - Diagonally

Note: Motions for special moves are described left to right.

TERRIFIC!
AN' I'M NOT EVEN IN MY BIGGEST 'N MEAN HULK FAN
"CONFUSED? DON'T BE! JUST KEEP READING INFINITY GAUNTLET AND ALL WILL BE EXPLAINED SOON!"

Alias: Bruce Banner
Occupation: Scientist

HULK

Head of a top secret experiment on the Gamma Radiation Bomb, Dr. Bruce Banner was on site during the first test when a young teenager, Rick Jones, strayed into the area. With no way to avert the Gamma Bomb, Dr. Banner rushed to save the young boy. and was bathed in a shower of gamma radiation, which transformed him into the monstrous Hulk. From that time onwards, whenever Bruce Banner became angered, he would change into the incredibly powerful but very unstable Hulk. As time has passed, Bruce Banner has learned to control the Hulk within him, and now is able to stay in Hulk form and possess the intellect and control of his alter ego, Bruce Banner. Knowing the danger of the Infinity Gems falling in the hands of evil, Bruce Banner/Hulk sets out to stomp Thanos.

Big, bad and green, Hulk is surprisingly quick for such a large character. Though he doesn't score really high in numbers with his combos, a simple three hit combo can easily take away three life bars. The lack of any feasible missile weapon (grabbing the ground, holding it over your head, then throwing it is not feasible) gives him a minor weakness, offset by his normal moves taking off block damage! Also, his Gamma Charge is the quickest special move in the game. When opponents miss an attack or recovering from a special move, shmack them with a Gamma Charge.

GAMMA RADIATION CAN DO WONDERS FOR YOU!

SPECIAL MOVES

GAMMA CHARGE
← CH. 2 sec., → Any kick

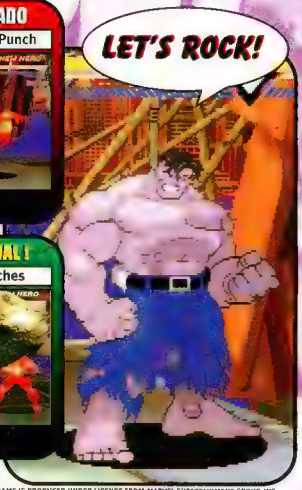
UNEARTH
↓↓ + All punches

GAMMA TORNADO
Close, →↘↓↙←, Punch

GAMMA ROCKET
↓ CH. 2 sec., ↑ Any kick

GAMMA SLAM
←↙↓↘→ + Punch (slow)

INFINITY SPECIAL !
↓↘→ + All punches



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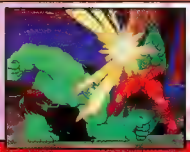
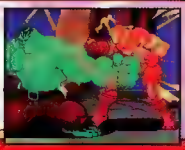
HULK'S NUTCRUSHIN' SWINGERS COMBO • 4 HITS

Start off with a jumping Short kick, not to high



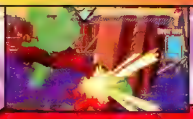
Immediately hit the target with a cr. Jab punch when you land



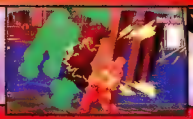
Chain a cr. Strong punch straight to the belly

Finally, end his misery by performing the Gamma Tornado.

HULK'S GAMMA STORM • 6 HITS



Start off with a jumping Short kick to the head

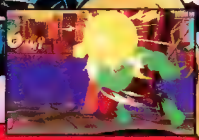


While still in the air, chain into a Forward kick

Land and while charging back, do a cr. Jab punch

Then, chain a cr. Strong punch while charging

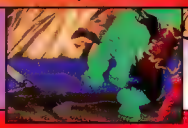
Now, chain a Gamma Charge with any kick button



Smack your victim again with the 2nd Gamma Charge

HULK'S CORNER ENCORE • 12 HITS

Again, start with a jumping Short kick to the noggin



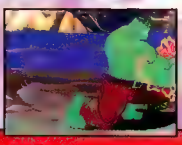
Still in the air, Forward kick the victim again

Land, and lift your target with a cr. Fierce punch

The 2nd hit should launch the target up

Now, punish them with a Gamma Rocket

Hurt them with the 2nd Gamma Rocket



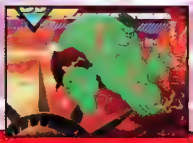
Landing, re-knock them up with cr. Fierce punch

The 2nd hit should flail them helplessly in the air

Meet the target in the air with SJ. Jab punch

Then, Air chain a SJ. Short kick

Headbutt them with a SJ. Strong punch



End the performance by clapping with a SJ Fierce punch

IRONMAN

While working on a secret weapon, inventing genius Tony Stark was attacked by terrorists and was captured for his technology. Injured, Stark made a deal with his captors where he would trade his secret technologies and in exchange, he would be nursed back to health. However, Stark secretly created a suit of armor that allowed him to escape from his kidnappers. Returning home, he modified the suit's capabilities to battle injustice and evil throughout the world as the crimson-clad Ironman. Through his powerful sensors in his base, Stark has detected a powerful shift in the universe. Finding out that Thanos is achieving some godlike powers, Stark dons his suit of armor, and blasts off as Ironman...

Take the Sentinel from *X-men: COTA* and make a miniature of him... that's basically what Ironman is. Ironman has lots of neat toys (i.e. missiles, bombs, lasers, not to mention a handy Proton Cannon) at his disposal. With all these weapons, Ironman does suffer from small lag times, which makes him seem sluggish. Air combos are also awkward (and not a little difficult) to perform with him. Still, with his good power, range and wide assortment of weapons, Ironman is a solid (if not superior) character to use in this altercation.

NOT EXACTLY CUTTING EDGE, ARE YOU?

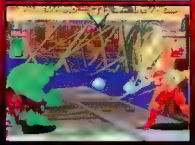
SPECIAL MOVES

UNI-BEAM
←↙↓↘→ + Punch

Can be fired in the air

REPULSOR BLAST
→↘↓↙← + Any Punch

SMART BOMB
Any Punch + Kick (Same strength)



FLY
↓↙← + All Kicks

DIVING KNEE
In the air, ↘ + Any Kick

INFINITY SPECIAL I
↓↘→ + All Punches

Proton Cannon

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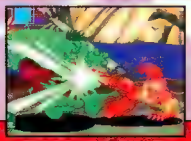
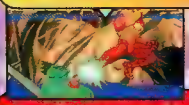
SHELLHEAD STARK'S BASIC BOOT CAMP COMBO • 4 HITS

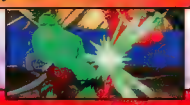
Dash into the enemy with a dashing S.Short kick

Next, chain a S.Strong punch right to the kissa!


Finish by chaining a Cr. Roundhouse kick for two hits

CANNON FODDER OF 1812 • 11+ HITS


Start off with a [illegible] kick, targeted for the head


While still airborne, add a Roundhouse kick

Once grounded, follow up with a dashing S.Short kick

Send them flying up with a S.Roundhouse kick

Super jump and connect with a SJ.Jab punch

Follow the punch with a SJ.Short kick

Quickly chain a SJ.Strong punch to keep them in the air

Strike with a SJ.Fierce punch aimed up or towards the target

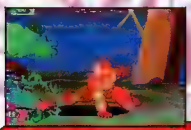
End the symphony with a rapturous air Uni-Beam

SHELLHEAD SHUFFLE • 13+ HITS

When your enemy [illegible] jump in with a Short kick

Before landing, fire a Fierce punch aimed at the pigeon

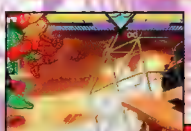
Upon landing, follow up with a Cr.Short kick


Chain a Cr.Forward kick to knock the enemy down

Juggle your victim with a Dashing S.Short kick

Knock them sky-high with a S.Roundhouse kick

Super jump, and greet the target with a friendly SJ.Jab Punch

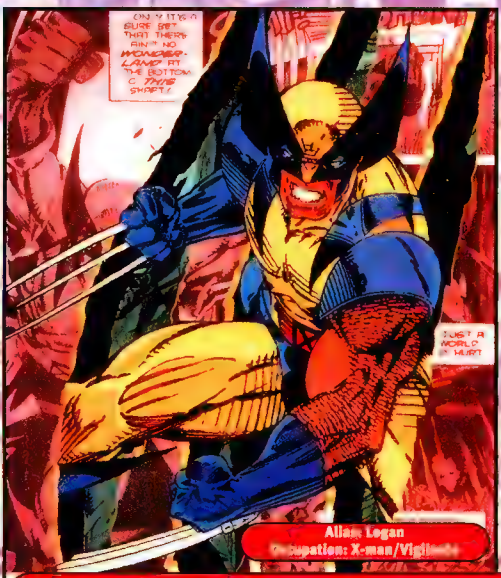

Chain a SJ.Short kick to the body as sign of respect

Swiftly, chain the SJ.Strong punch to continue dancing

Kick on the SJ.Fierce punch to keep your partner from falling

Chain the Uni-beam to finish. Shall we dance, again...?

WOLVERINE


ONLY IT'S A SURE BET THAT THERE AIN'T NO WONDER-LAND AT THE BOTTOM OF THIS SHAFT!
JUST A WORLD OF HURT
Alias: Logan
Occupation: X-man/Vigilante

Not much is known about the veteran X-man. Logan, as he is known, has worked for virtually every intelligence agency there is, and some he doesn't even remember (or care to, that is). Most infamous is his "volunteering" for Canada's "Weapon X" program, which turned an already seasoned fighting machine into an instrument of death and fear. With an extraordinary healing factor, a nearly unbreakable bone structure, sharper than razor-like claws, and a die-hard attitude, it's not a good idea to yank his chain. As one of the core members of the X-men, his team has sensed a significant shift of power in the universe. When it is learned that many of their enemies, including the massive Juggernaut and the one-time leader of the X-men, Magneto, have ventured off to the power anomaly, Wolverine journeys after them, hoping to both investigate the powerful fluctuation, and to stop anything worse happening... and to unpatch up a few old wounds.

Yes, spasmodic button-mashers... your favorite character from *X-men: COTA* returns to wreak havoc once again. He's even more deadly in *Marvel Super Heroes*, with the inclusion of his Berserker Barrage as a NORMAL Special move (as well as a Infinity version of this move), and he only takes half damage from attacks due to his "regenerative" mutant abilities. Though his normal attacks are relatively weak in damage, in the hands of a master (er, or a button-mashing six year old), Wolverine is nearly unstoppable with insane combos and decent super moves.

I'M A CUT ABOVE THE REST!

SPECIAL MOVES

DRILL CLAW
Any direction + punch + kick

Can be done in the air
Kick strength is equal to punch

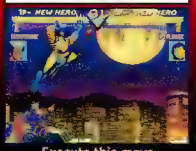
TORNADO CLAW
→↓↘ + Any Punch

Repeatedly press punch for more hits

BERSERKER BARRAGE
↓↘→ + Any Punch

Repeatedly press punch for more hits

DIVING KICK
↘ + Kick



Execute this move while in the air

INFINITY SPECIAL !
↓↘→ + All Punches

Berserker Barrage X

INFINITY SPECIAL !
→↓↘ + All Punches

Weapon X

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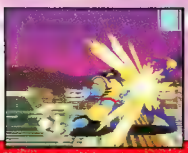
LOGAN'S RUN • 5 HITS

Lance your target with a Dashing S.Jab punch

Just for kicks, deliver a S.Short kick to the shins



Slash your victim with a S.Strong punch

Continue the bashing with a S.Forward kick

HOWL AT THE MOON • 21 HITS

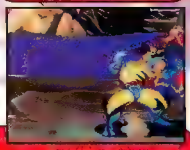
Finish the shredding of the shrew with a S.Fierce punch

With the victim in the corner, jump in with a Jab punch

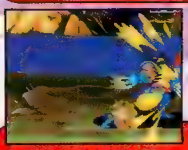
Quickly follow with a Short kick to the head

Still in the clouds, slash with a Strong punch

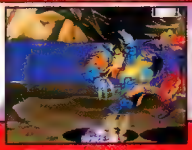
Prior to landing, add a Roundhouse kick



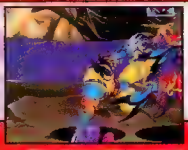
S. and stick 'em with a Dashing S.Jab punch



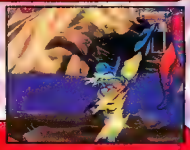
Slice your enemy with a S.Strong punch



Knee tha sucka with a S.Forward kick

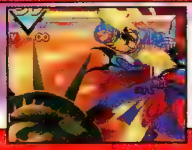


Slam them with a second S.Forward kick



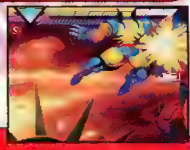
Fly them to moon with a S.Roundhouse kick

Super jump, and skewer the enemy with a SJ.Jab punch

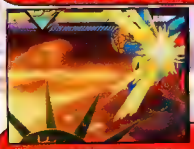


Keep the bird floating with a SJ.Short kick

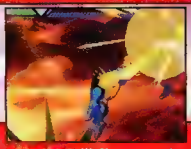
Give a backscratch to the victim with a SJ.Strong punch



Scratch them again with another SJ.Strong punch



Boot 'em to the head with a SJ.Forward kick

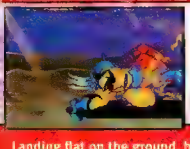


Aim the Drill Claw up and towards your opponent

Immediately after the Drill Claw, follow with a SJ.Jab punch

Still high on the screen, chain a SJ.Fierce punch

Add a SJ.Roundhouse kick quickly before landing



Landing flat on the ground, hit the target with a Cr.Jab punch

Juggle the target by chaining a S.Strong punch

End the madness with a S.Fierce punch

PSYLOCKE

One of the main members of the X-men, Psylocke has had an interesting background. Sister to Captain Britain, she was captured by The Hand and her conscience was transferred to a woman ninja. She was then trained to become their deadliest assassin, and exceeded their expectations when she escaped (with some help from Wolverine). Now back with the X-men, her dangerous hand-to-hand training, along with her powerful mental powers makes her a great asset to the force. Her strong psionic powers have detected a strong disturbance of power. Discovering this disturbance is Thanos, she quickly searches for him, in hopes of stopping him before he attains all six Infinity Gems.

Incredibly quick, and a storage facility of moves make this female ninja a powerful character, and therefore it is very easy to rack up a big combo with Psylocke. She also has three Infinity Specials, more than any character in *MSH*. I suppose her only small real problem is comparative weak power, and with her insane amount of moves, it can be confusing which one to use. Oh, and you got to love that taunt... which, by the way can hit you as well. Pain never looked so good...

HOW 'BOUT A WORKOUT? I LOVE TO SWEAT!!

SPECIAL MOVES

PSI-BLAST
↓↘→ + Any punch

Can be done in the air

NINJITSU
→↘↓↙← + Any Punch or Kick

Press punch to attack

PSI-BLADE
↓↘→ + Any Kick

Repeatedly press kick for more hits

INFINITY SPECIAL !
↓↙←+ All Kicks

Kochou Gakure

INFINITY SPECIAL !
↓↘→ + All Punches

Psi Thrust

INFINITY SPECIAL !
↓↘→ + All Kicks

Psi Maelstrom

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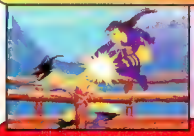
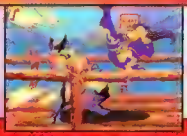
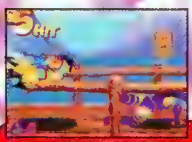
BETSY'S FINE REAR COMBO • 6 HITS


Begin by jumping in with a jab punch to the head

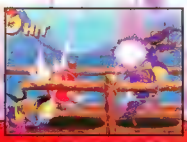

Quickly tag in a Short kick while still in the air

Once on the ground, use a C. Jab punch

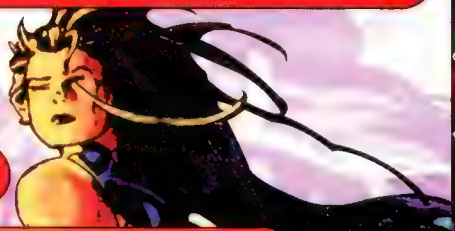
Follow the punch with a C.Short kick



Sweep 'em off their feet with a Cr. Roundhouse kick



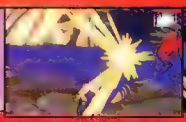
Finish the job with a Psi-Blast aimed down



BETSY'S BRUTAL BEATING • 28+ HITS *NEEDS LEVEL 2 INFINITY BAR

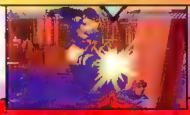
Corner the target and perform the first part of the Psi-Thrust

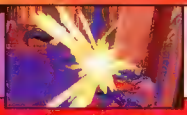
Use a Cr.Short kick to pound the knocked-down target

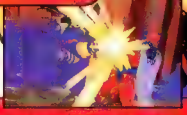

Launch them into the air with a Lt. Forward kick

Quickly buffer a few headbutts for a wind-up

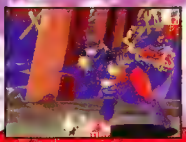
PSYLOCKE'S ENCHANTMENT • 17+ HITS


Leap in with a sexy jab punch to the top of the head


Continue with a Short kick while still in the air


Kick airborne, take a Forward kick to the body

Landing, dash in with a stunning S.Jab punch


Chain in a devilish S.Short kick

Connect with perhaps an overly sexy S. Strong punch

Continue with a S.Forward kick

Send them to dreamland with a Cr. Fierce punch

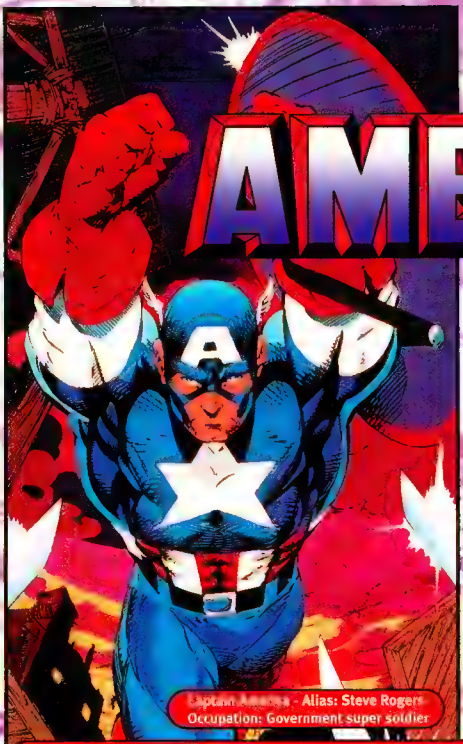
Super jump and meet the target with a racy SJ.Jab punch

Continue with an exciting SJ.Short kick

Attack them with a provocatively sexy SJ.Forward kick

Finish with an air Roundhouse. Ladies, I'm sure

CAPTAIN AMERICA



Captain America - Alias: Steve Rogers
Occupation: Government super soldier

During World War II, a young Steve Rogers was rejected from recruitment from the US Army. However, a scientist proposed a dangerous experiment and volunteering for the test, Steve Rogers was injected with the Super Soldier Formula, becoming the Red, White, and Blue clothed Captain America. During a battle with the Nazis, Captain America was thrown into the icy waters of the North and frozen, though thanks to the Super Soldier Formula, he was still alive. He was found by the Avengers, and within the years to come, became their leader. Knowing the immediate danger of Thanos gaining the Infinity Gems, Captain America sets off to to halt the destruction of the universe.

Though a bit corny, the Captain is a very powerful character. Quick, with a good number of moves, Captain America has good range with his attacks, not to mention the impressive amount of damage he can dish out. Combos from Captain America are extremely devastating, with or without his shield. His minor weakness is his small delay after some special moves, including his Infinity Special, which when blocked, leaves him wide open for retaliation...

THREE CHEERS FOR AMERICA!

SPECIAL MOVES

SHIELD SLASH
↓↘→ + Any punch

Can be done in the air.

STARS AND STRIPES
→↓↘ + Any Punch

Can be done without shield.

CHARGING STAR
←↙↓↘→ + Any Kick

Can be done without shield.

CARTWHEEL
→↘↓↙← + Any Kick

Can be done without shield.

DOUBLE JUMP
Tap ↑, while in the air.

INFINITY SPECIAL
↓↘→ + All Punches

Final Justice!

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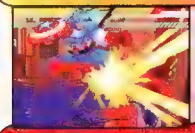
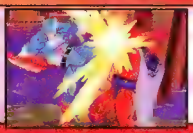
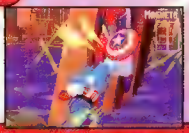
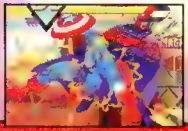
THE FREEDOM BASHING • 8 HITS


Begin by jumping in with a forward kick to the head


Mid-airborne, smash the target with a Roundhouse kick

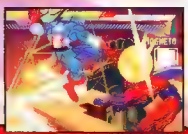

Landing, launch the target with a Strong punch


Show good reflexes by Super Jumping with a SJ.Jab punch

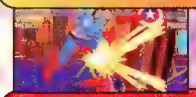
Deliver a M.Short kick to send a proper American greeting

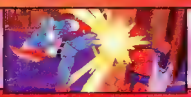
Bash in their face with a SJ.Strong punch

Keep the target up a little longer with a SJ.Forward kick

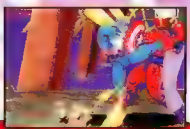

End the showcase by aiming an air Shield Stash for the face

MOM'S APPLE PIE SPECIAL • 13 HITS

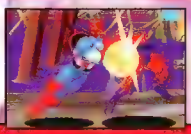

Leave the target with a powerful Fierce punch


Before landing, air Stand a Roundhouse kick

Set down, punishing the st ing duck with a dashing S.Jab


Follow up with a S. forward kick

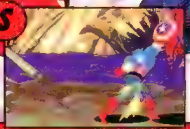
Chain a S.Roundhouse kick and make your target whim


Quickly switch the f in a Fierce for a combo sweeter than pie

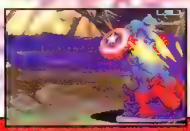
RED, WHITE AND BOOM! • 11 HITS

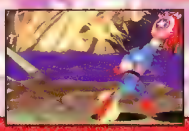
Start off proceedings by standing in with a Fierce punch

Prior to landing, whack your target with a Roundhouse kick

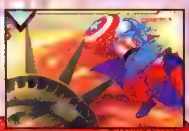

Land and hurt the enemy to the moon with a S.Strong punch

Chain a Stars & Stripes while the target is airborne


When the target lands, jump them with a S.Short kick

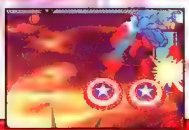

Sling them back to the air with a S.Strong punch

Super jump and connect with a SJ.Jab punch

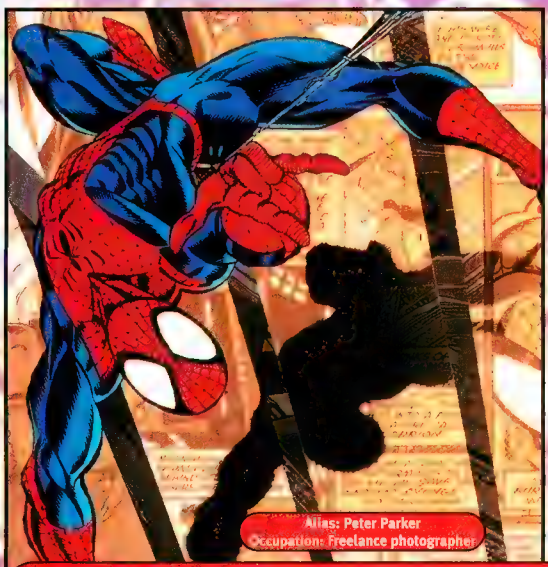

Stars & Stripes with a SJ.Short kick

Thump the chump with a SJ.Strong punch

Continue the patriotic harmony with a SJ.Forward kick


End the fireworks with a blazing SJ.Fierce punch

SPIDERMAN



Empire State University student Peter Parker gained his incredible powers while watching an experiment on radioactivity. A stray spider was caught within the radioactive energies of the experiment, crawled upon the unsuspecting Peter Parker and bit him. Later the spider died, but when Parker discovered his new powers, Spiderman was born. At first, he used his powers for his needs, and appeared on his own TV show. This changed when his Uncle Ben was shot by a burglar. Hunting down the robber to a warehouse, Parker found out that the thief was someone he could've stopped earlier. From this painful lesson, Parker learned that with great power comes great responsibility. Thus, the web-slinging neighborhood hero was born. When his Spider-sense goes haywire, Parker learns of the universal danger that is taking place... well, that or Juggernaut's footprints. In any case, he heads off, knowing full well he can't stop the danger himself, but helping out where he can.

Yes, the somewhat humorous, somewhat annoying mutant arachnid doesn't pull any punches in this game. Quick and small, he's hard to hit and if ya whiff a move, sit back, grab a drink, and relax as he combos the crap out of you. Though he doesn't pack as powerful a punch as, say, Hulk, Spiderman easily packs a series of hard punches and kicks; the best way to explain it is if Hulk mauls you like a bear, Spiderman bites and pricks you like an annoying little mosquito... or arachnid for that matter.

HEY PAL, YOU'LL BE A GREAT SIDEKICK!

SPECIAL MOVES

WEB BALL
↓↘→ + Any punch

Can be done in the air.

WEB SWING
↓↙← + Any Kick

Can be done in the air.

WEB THROW
→↘↓↙← + Any Punch

SPIDER STING
→↓↘ + Any Punch

Press punch twice for two hits.

INFINITY SPECIAL!
↓↘→ + All Punches

Maximum Spider!

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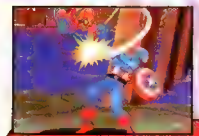
SPIDEY SMACKIN' GOOD • 5 HITS

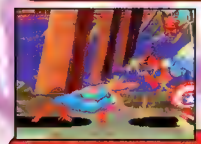

Start by smacking with a Fierce punch to nothing

Still flying, pummel the target with a Cr.Short kick

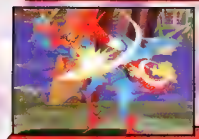
Land and Cr.Fierce punch the target

Keep the pressure with a Cr.Strong punch

ARACHNID ASSAULT • 6 HITS


Finish by smacking the target with a Cr.Fierce punch

Perform a jumping Forward kick to initiate the combo

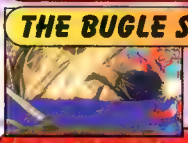

Continue the assault by chaining a Fierce punch

Land, and perform a Cr. Jab punch

Spot the Strike, launch 'em up with a Cr.Forward kick

Top them by finishing with a Spider Sting for two more hits

THE BUGLE SPIDER EXTRA • 15 HITS


Leap over the target and a Jab punch aimed high

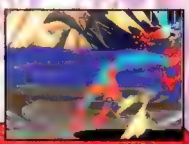
Still high in the air, back fist with a Short kick

Once landing, spot the bonus, chain a Strong punch

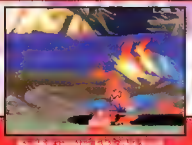
Right before landing, strike with a Fierce punch

Once on the ground, perform a Cr.Short kick

Using a Cr.Forward kick to float them up


Quickly chain a S.Roundhouse kick to rocket the target up

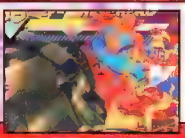
While the victim is in the air, tag on one hit of the Spider Sting

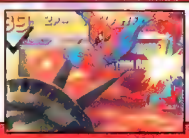

As the victim hits the turf, juggle with a Cr.Short kick

Chase a Cr.Strong punch to send the pigeon in flight

Super jump and pummel the dummy with a SJ.Jab punch

Rapidly, chain a SJ.Short kick to keep the target high


Add a Cr.Strong punch to the abdomen of the victim


Finish the juggle with a SJ.Forward kick

Quickly throw an Web Ball before the target falls too far

MAGNETO

Raised in a family of gypsies, Erik spent his childhood in a Nazi death camp during WWII. Later freed by Allied Forces, Erik moved to the Soviet Union to start a new life. However, life was hard and he was constantly bullied and tricked out of money. When his boss refused to pay him again, Erik sent a crowbar flying at his boss, without even touching it. It was the first time he would demonstrate his powers, techniques that he would later use to protect mutantkind from the witch-hunts of the human race as well as to conquer the human species, since in his eyes, mutantkind is the superior being. Learning of the existence of the Infinity Gems, Magneto sets off for the Infinity Gems, more for his own use rather than to stop Thanos.

From his pre-fight quote ("Playtime has ended") to the way his body darkens before performing his "Magnetic Tempest" Infinity Special, Magneto is one bad mutha... Magneto does decent damage and has very good range. His air combinations are probably the easiest to perform which can amount to incredible damage. It's not surprising to be left with only four bars of life after one combo from Magneto. Though he has above average speed (his dash is on par with Psylocke's), the delay time after special moves can leave him wide open for attack.

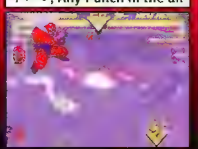
GROVEL AT MY SUPREMACY!

SPECIAL MOVES

HYPER GRAVITON
→↘↓↙←, Any Kick

Can be done in the air.

MAGNETIC BLAST
↑↗→, Any Punch in the air



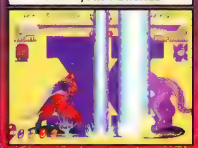
E-M DISRUPTOR
←↙↓↘→, Any Punch

Can be done in the air.

LEVITATE
↓↙←, All Kicks

Can be done in the air.

INFINITY SPECIAL !
↓↘→, All Punches



Magnetic Shockwave

INFINITY SPECIAL !
↓↘→, All Kicks

Magnetic Tempest

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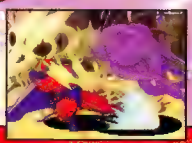
FURY OF THE MAGNUS • 8+ HITS

Attack the target with a jumping Strong punch

Still in the air, deliver a Fierce punch right before landing

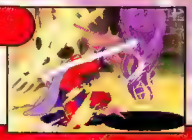

Upon landing, perform a Cr.Roundhouse kick sweep

Link the Magnetic Shockwave as soon as mutantly possible

HAND OF THE MASTER • 8 HITS

Jump at the intended victim with a Forward kick

Continue the air intro with a Roundhouse kick


Land and chain a Cr.Fierce punch, sending the target up

Super jump and start the air rave with a SJ.Jab punch

Connect with a SJ.Short kick to keep the enemy afloat

Brutalize the opponent with a SJ.Strong punch

Season the target by chaining a SJ.Forward kick

End with an air EM Disruptor. Who is the master? Sha' nuff!!

ONE BAD MUTHA • 18+ HITS *NEEDS LEVEL 2 INFINITY BAR

Begin the onslaught with a jumping Jab punch

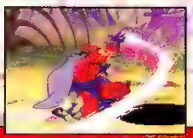
Tag on a jumping Short kick to continue the air chain

Add a Strong punch just before your feet hit the floor

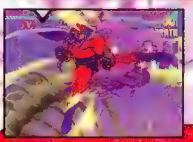
Land and send the target up with a S.Roundhouse kick

Chain a Magnetic Tempest while the enemy is airborne

Juggle the sprawled victim with a dashing Cr.Short kick


Launch them high with a Cr.Fierce punch

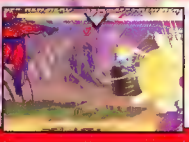
Super jump and connect with SJ.Jab punch


Kick a SJ. Short kick to the target

Continue the air sortie by firing a SJ.Strong punch

Use the SJ.Forward kick to knock the target higher up

Embed the victim in stone with a Fierce punch air grab


Perform the Magnetic Tempest on the falling victim

BLACKHEART

The son of the devil lord Mephisto, Blackheart wishes to achieve his father's status and power by dethroning him, making him the new master of Hell. Throughout time, he has tried many schemes to gain his father's power, and all have failed. However, with the discovery of the Infinity Gems, Blackheart realizes that with the power of these orbs, he will finally be able to become master, not only of Hell, but the rest of the cosmos as well.

If the definition of "bad" is Magneto, the definition of "freak" is Blackheart. Why do I say this? Look at Blackheart... everything from his hair to the flying mutant pigs he releases! Blackheart is pretty weak in the combo department (except for his infinite combo), his Infinity Specials only seem to work in combo situations, and he already has trouble in the combo category. Blackheart's main strength is his ability to keep the opponent away from him while hitting him from afar. Most of his attacks are based upon keeping the enemy away and hitting them with all sorts of energy bolts, flying mutant pigs and the like. In fact, both his jab and short attacks have incredible long range (a standing short kick can hit an opponent nearly four character lengths away). Keep the opponent away from a safe distance and pelt him with attacks from long range. Blackheart is the only character that can dash in the air, and is extremely useful for this rather slow character.

PERISH BENEATH MY WRATH!

SPECIAL MOVES

DARK THUNDER
←↙↓↘→ + Any Punch

INFERNO
→↘↓↙← + Any Punch

INFINITY SPECIAL !
↓↘→ + All Punches

INFINITY SPECIAL !
↓↘→ + All Kicks

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GETTING STONED • 6+ HITS

Start off by whipping the enemy with a S.Short kick

Knock the opponent into the air with a S.Strong punch

Armaggedon as soon possible

The earlier you do the Armaggedon, the more hits

FLIGHT OF THE BEELZEBUB • 28+ HITS

Chase the opponent with an Inferno from any range

Follow the Heart of Darkness as the target falls from the Inferno

The flying demons will hit add more hits and keep the target airborne

Sit back and relax as the demons do the dirty work

The torture ends with a soul sonic blast from the hell itself

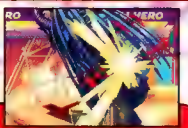
ASH AND BRIMSTONE • 11+ HITS

Toy the insignificant shrimp with a S.Short kick

Chase a S.Strong punch to send the enemy up

Super jump and link a SJ.Fwd punch to the combo

Tail lash your prey with a SJ.Short kick


Send the enemy flying back to Earth with a SJ.Forward kick

DEMON PARADISE • 8+ HITS

Jump at the cornered target and hit with the Forward kick

Before landing, lighten up your enemy with a Strong punch

Land and slap the unlucky fellow with a S.Short kick

Send them in the high sky with a S.Strong punch

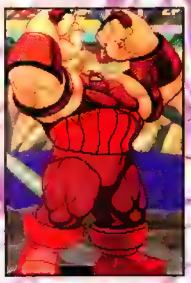
Say "bon voyage" to the vacationer with an Armageddon

JUGGERNAUT

Alias: Cain Marko
Occupation: Villain/power monger

Step brother to Charles Xavier (Professor X), Cain gained is terrible powers during a military maneuver in the Pacific. There, he stumbled upon an Asian temple and found the Cytorak Gem, which invested Cain with unearthly strength and resistances to any type of pain or injury. However, having fought the X-men, Avengers, and many other powerful heroes, Cain realizes he needs more power in order to overcome all his enemies. Thus, he sets off for the Infinity Gems, confident that he will flick Thanos off like a dead flea.

Power... raw and uninhibited in its purest form. Forget about speed and agility, knock-ups and combos. If ya can get the job done in one hit, DO IT! Juggernaut's power is daunting, despite his sluggish speed and HUGE delay and recovery times between moves. Sometimes his delays can be used as an advantage; if Juggie winds up for a Fierce punch, he will still hit any character with the Fierce punch even if that character is wailing on him. It is surprising to note that Juggie does have a small number of air combos... in fact, it's funny watching Juggie hitting Spidey with a 4 hit air combo. But don't be a fool and go for the funny-looking combos when all it takes is three or four good hits to defeat your enemy. If you want combos, go play Spiderman... if you want finesse, play Psylocke. Juggernaut just gets the job done... period.



GRAAAH!! I'M UNSTOPPABLE!

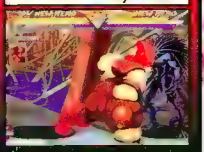
SPECIAL MOVES

EARTHQUAKE!

→↘↓ + Any Punch

JUGGERNAUT PUNCH

←↙↓↘→ + Any Punch



POWER UP

→↓↘ + All Punches

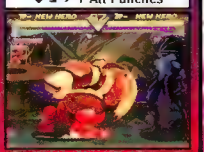
JUGGERNAUT SPLASH

←↙↓↘→ + Any Kick

Can be done in mid air

INFINITY SPECIAL !

↓↘→ + All Punches



Juggernaut Headcrush

SUPER LIFT

↓↓ + All Punches

This move executed when near objects

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JUGGIE'S JACKHAMMER • 3 HITS

Quickly, jump in and attack the target with a Fierce punch

Land, and crush the opposition with a S.Jab punch

Construction is done with a Fierce punch towards the target

WHOLE LOT OF SHAKIN' • 6+ HITS

Short kick to the head

heftier Fierce punch

kick to the target

Cr.Forward kick

with the target out, do a Earthquake to shake 'em up

AIR JUGGIE • 7 HITS

jump in with a Fierce punch

up with a Cr.Fierce punch

turkey with a SJ.Jab punch

with a SJ.Short kick

reminder not to piss off juggie

with a SJ.Fierce punch

punch before the target lands

CYTTORAK CARNAGE • 11 HITS *NEEDS LEVEL 2 INFINITY BAR

Short kick to the skull

with a Fierce punch

chain a S.Jab punch

chaining a S.Roundhouse kick

Headcrush to the fray

begin another Headcrush

If done correctly, you will juggle for more carnage

SHUMA GORATH

Not much is known about the dimensional being known as Shuma Gorath. Doctor Strange has been known to clash with this universal octapoid, though very few know the intention's of Shuma Gorath. All that is known about Shuma Gorath is it's incredible ability to travel from dimension to dimension in a blink of an eye. As a dimensional being, Shuma Gorath has known about the Infinity Gems for some time, and the idea of holding all Infinity Gems is enough for this powerful being to start his search for Thanos.

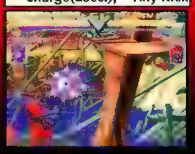
An octopus that walks... hmm, any resemblance to Spiral of *X-men:COTA*? Actually, Shuma Gorath is one of the more interesting characters and though comparisons of Shuma Gorath to Spiral of *X-men:COTA* have been made, Shuma is a very different character. Though not too quick, Shuma has deceptive long range and does above-average damage for it's moves. The thing's special moves should usually be performed during a combo due to their charge and recovery times . Of all the characters in *MSH*, Shuma Gorath is the grappler of the game, and this is emphasized especially with his Roundhouse throw (which drains life from the enemy and fills Shuma's life).

YOU CANNOT UNDERSTAND MY POWER!

SPECIAL MOVES

MYSTIC STARE
← Charge(2sec.),→ Any Punch

MYSTIC SMASH
← Charge(2sec.),→ Any Kick



DEVITALIZATION
Close→↘↓↙← + Any Kick

INFINITY SPECIAL !
↓↘→ + All Punches

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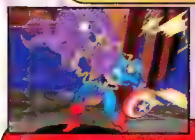
AN EYE FOR MORE EYES • 8 HITS

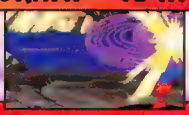


with a jumping Strong punch

right as you land

RELEASE THE GORATH • 12 HITS

with a Strong punch



Before landing, chain a Forward kick to the target

Landing, whip the target with a S.Jab punch

with a S.Forward kick

Super jump and meet target with a SJ.Jab punch

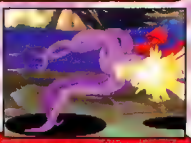
a SJ.Strong punch

SJ.Forward kick

Blast the wretched victim with a SJ.Fierce punch aimed up

While falling, shoot with the SJ.Fierce punch aimed up

enemy with S.Jab punch



with a love biting Strong punch

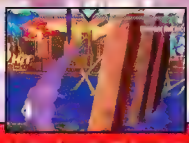
ENTER THE SHUMA ZONE • 10 HITS

a Strong punch to the head

kick them into the air

and grab the chump in the air

Return to the world and juggle with a Strong punch



enemy with a S.Forward kick

Super jump and slam the target with a SJ.Jab punch

Plunder the opponent with a SJ.Short kick

Pound the air target with a SJ.Strong punch

Fire a SJ.Fierce punch up. You have just left the Shuma Zone

Marvel Super Heroes ends. We hope you enjoyed this mass combo festival, and rest assured, MegaFan will be back next issue with a look at the crazed Doctor Doom and the fabled Thanos himself... Until then... Excelsior!!

Take on turtles with style... the conclusion to MF's mini-guide to SF III is here! Round two... FIGHT!!

STREET FIGHTER III

NEW GENERATION

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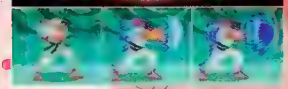
RYU

Ryu was born in Japan, and was an extremely restless spirit from childhood. He began his Earthly wanderings at a very early age, and his treks across the globe have gained him numerous friends. He still searches for the ultimate fighting spirit to this very day, and frequently stops to reunite with his old sparring partner and acquaintance, Ken Masters. Recently, Ken's wife and child has made Ryu take into account his own life and worth. When fighting however, Ryu uses his own original style based on Karate. Ryu fights without employing any wasteful movements (unlike Ken, who prefers more flamboyance and vanity to his foe disposal), and although these techniques are not as flashy as those of other fighters, his supremely talented techniques always fascinate his opponents... before they are crushed.

"I LOOK FORWARD TO OUR NEXT BATTLE"

SUPERARTS

Shinku-Hado-Ken



The classic super, dating back to the days of *Super SF*. This 5 hit fireball is capable of steamrolling over other projectiles and causing many headaches. It can also be comboed after most special moves.

Shin-Shoryuken

You want pain? This super's got it. With a dramatic pause the second he starts to rise, Ryu's Shin-Shoryuken is a neck-breaking, spine-shaking, and most damaging super to date.

Denjin-Hado-Ken

Great for breaking the shells of those people who turtle. Hold down the button after starting the super to charge up the fireball. The Denjin-Hado-Ken is unblockable, and can dizzy instantly if fully charged.

COMBOS

This is an easy, yet damaging combo for you gimps out there. Start with a jumping Fierce. When you land, do a standing Fierce, then keep tapping Roundhouse.

For the more advanced player, use this combo to dazzle opponents with your combo prowess. First, cross up your enemy with a jumping Forward kick, followed by a standing Forward two-in-oned with a Shoryuken which is then Super Cancelled into a Shin-Shoryuken.

TRICKS

Opponent putting on the "Blocking-Fest of the Century" trying to let time run out? Just land a Leap Attack. Unable to take that hit sitting down, your enemy will surely try something. Shoryuken two-in-oned into a Denjin-Hado-Ken.

If you land a standing fierce in footsie, tap roundhouse to get that next extra meaty hit in. Stunned by your combo skills, your enemy will be cringing in fear. The perfect time for some dash up and throw madness.

Here's a nice setup for the infamous high/low guessing game. If you get your enemy to block a jumping roundhouse, trick him with a low short immediately followed by a Leap Attack. Anxious to retaliate, pummel him some more with an immediate low forward two-in-oned into a fireball. Mix up the low and high hits as needed.

HADO-KEN
↓↘→ + ANY PUNCH
SHORYUKEN
→↓↘ + ANY PUNCH
TATSUMAKI-SEMPUKYAKU
↓↙← + ANY KICK
JOUDAN-SOTOU-GERI
←↙↓↘→ + ANY KICK
SHINKU-HADO-KEN
↓↘→↓↘→ + ANY PUNCH
SHIN-SHORYUKEN
↓↘→↓↘→ + ANY PUNCH
DENJIN-HADO-KEN
↓↘→↓↘→ + HOLD ANY PUNCH

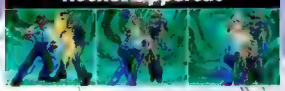
DUDLEY

Dudley was born in England to a wealthy family. Dudley's father, in addition to being a successful businessman, was also a great athlete, and this lead to a very wealthy upbringing for the youngster. Once in college however, Dudley was shocked to hear that his father's business had failed. In an attempt to turn the tide of his family's fortunes, Dudley turned to professional boxing, and began to rise through the ranks, using his prize money to buy back the wealth that his father had lost due to the betrayal of another. Although small for a heavy-weight boxer, Dudley's amazingly powerful technique and speed are used to devastating effect. He now seeks to finish his opponents in an appropriate style.

"IT'S JUST NOT IN YOUR BLOOD"

SUPER ARTS

Rocket Uppercut

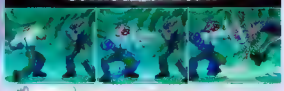


Not as useful as the other two supers, the Rocket Uppercut's main use is for the protracted combo shown below. You can also use it as a wakeup move or at the end of nearly any combo.

Rolling Thunder

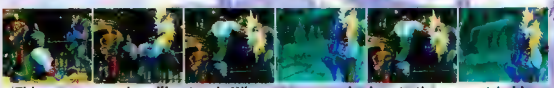
You want power? I give you Dudley's most damaging super. When you land the Rolling Thunder, be sure to keep tapping the buttons to lengthen the duration of the beatdown.

Corkscrew Blow



Versatility is the key here. Wakeup, footsie, block damage, or the conclusion of any combo. Corkscrew Blow does it all. If you land it as a wake-up at close range, the damage is especially nice.

COMBOS



This monster combo will not end. When your enemy is close to the corner, trip him with a low **Roundhouse**. Immediately do a **Ducking Uppercut** (hit kick), followed by a jumping **Fierce** juggle. Land and do a **Rocket Uppercut** super before he lands. Then heap on the hurt with another jump **Fierce** and a final **Rocket Uppercut**.

For those able to type 60 words per minute, you'll love this simple chain. Just jump on your enemy with **Forward**, then do standing **Forward**, **Roundhouse**, **Fierce** for a painful 5 hits.

STRATEGY

Wake up low-blocking enemies with a hold forward Roundhouse overhead. Chain that with a standing forward followed by a quick Corkscrew Blow to knock 'em down. When they stand, do a low roundhouse followed by a Ducking Uppercut.

Use Dudley's standing forward, roundhouse, forward, roundhouse as a pressure combo. If they block too much, do a Gut Punch throw. When they're scared, tease 'em with a low short chained with a standing forward.

JET UPPERCUT
→↓↘ + ANY PUNCH
MACHINEGUN BLOW
↓↘→ + ANY PUNCH
DUCKING
←↙↓↘→+ ANY PUNCH + P/K
CROSSCOUNTER
→↘↓↙← + ANY PUNCH
ROCKET UPPERCUT
↓↘→↓↘→ + ANY PUNCH
ROLLING THUNDER
↓↘→↓↘→ + ANY PUNCH
CORKSCREW BLOW
↓↘→↓↘→ + ANY PUNCH

This is a trick for you sneaky players. Two-in-one a low strong into a Ducking, but don't hit a button after that. Just rush up to your blocking foe and pummel him with a Gut Punch Throw.

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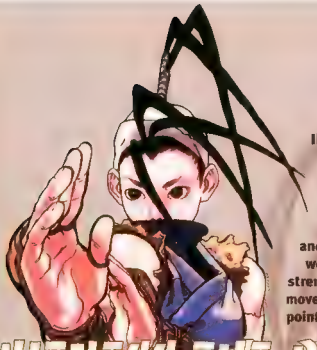


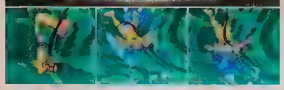
IBUKI

Ibuki was born in a small mountain town in rural Japan, and is now a high school student. Previously, a most memorable event had transpired in the town, when the third grade children were herded to a shrine and told of the town's great secret. Ibuki's town was the only area to be chosen as a special testing ground for Ninja training. What followed was years of gruelling exercises (which Ibuki complained about), but this lead to Ikubi excelling in all areas, and for this new-found athletic strength, she is thankful. She now travels the world at the request of others, when infiltration services are required. Her strengths lie in Ninjitsu combined with all the ancient Japanese martial arts. Sharp movements allow her to close in on an enemy and inflict severe damage to weak points with a deadly blow.

"WITNESS THE POWER OF THE SHINOBI"

SUPER ARTS

Kasumi-Suzaku

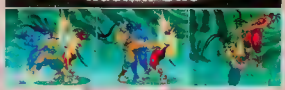


Great for block damage and quick to charge. You can combo the Kasumi-Suzaku with a Flying Swallow. Also, keep tapping the buttons to show some serious hang time and prolong the fury.

Yoroi-Doushi

Wakey, Wakey! If you can land this grabbing super, your opponents will be hating life. Yoroi-Doushi does hardcore damage if you grab, or else does a 12 hitting fireball if they're out of range.

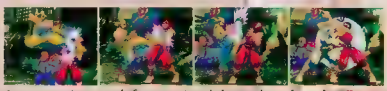
Hashin-Sho



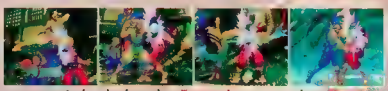
Ibuki makes a mad dash at her opponent and starts going crazy. At the end of the Hashin Sho, you can juggle them with roundhouse and whatever you like. Do this if Ryu/Ken throw a Hado-Ken at you.

COMBOS

Ibuki's reliable combo has "Ooh Aah" written all over it. Start with a deep, jumping **Strong** punch. Land and do a standing **Jab** chained with (get this...) standing **Strong**, low **Roundhouse**, Standing **Roundhouse** (this is getting serious), then super jump after them with an aerial holding toward **Fierce**, then **Forward** kick. It takes some serious timing (mostly of the fast variety) to land all of it, but the results are well worth the effort you put into it.

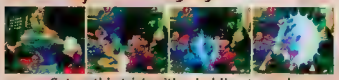


If that last one was too much for you, try doing a deep jumping **Forward**, standing **Short** chained with a **Forward** two-in-oned into a **Lightning Fist**.



When you manage to land a jumping **Forward** cross-up, do a **Fierce** two-in-oned with a **Spiral**, and then super-cancel into a **Hashin Sho** super.

STRATEGY



Set up this trick with a holding toward Roundhouse. From that distance, do a short Neck Breaker. You will recover almost instantly, so parry their attack, then do a Lightning Fist.

When you land a low forward kick, antagonize your blocking enemy with a Leap Attack, then do a Lightning Fist if she tries to make you pay.

KUNAI DAGGER
(In air)↓↘→ + ANY PUNCH
LIGHTNING FIST
↓↙← + ANY PUNCH
SPIRAL
↓↙← + ANY KICK
FLYING SWALLOW
←↓↙ + ANY KICK
NECK BREAKER
↓↘→+ANY KICK
WIND SLASHER
→↓↘+ANY KICK
KASUMI-SUZAKU
(In air) ↓↘→↓↘→ + ANY PUNCH
YOROI-DOUSHI
↓↘→↓↘→ + ANY PUNCH
HASHIN-SHO
↓↘→↓↘→ + ANY KICK

ORO

Despite being considered completely insane by numerous psychologists who have visited this freak of nature, Oro thinks of himself more as a thinker and the quintessential hermit. At 140 years old, Oro is still rather immature, relying on scare tactics and jibes to win over his foes before he crushes them. He believes that he has acquired the magic of the Hermit (indeed, all his previous battlings have left Oro undefeated), and now uses this arcane powers to his own ends. In a thought pattern totally devoid of hermit attitude, Oro intends to beckon students into his Amazonian cave system and train them up in the arts he has acquired. However, this devious pensioner has no intention of actually teaching his students anything...

"POOR NAIF.. WILL YOU EVER LEARN?"

SUPER ARTS

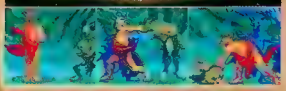
Yagou-Dama

Yagyou Dama is great for making people look bad. Knock your enemy up into the air and have him land on a couple of these for ugly combos. You can have three on the screen at the same time.

Tengu Stone

The best super in the game. If block damage doesn't kill them, the multiple hits from single moves will. Oro is a killing, comboing machine with the Stone in effect. Beware! Stopsign Zone ahead.

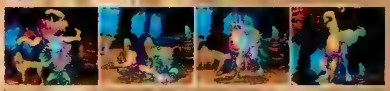
Kishin-Riki



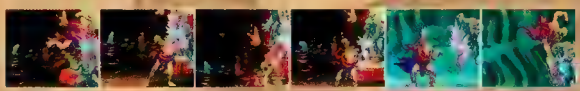
Affectionately called the "Reeky," this super is unblockable. Before your timer runs out, grab your opponent either on the ground or in the air. They have to run away to stand a chance.

COMBOS

Here's an intermediate combo from any distance. Super jump at your enemy and cross him up with a jumping Forward kick. Land with a standing Forward two-in-oned with a Human Pillar Driver.

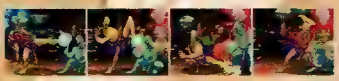


Try this ugly combo on for size. Land a jumping Roundhouse, followed by a low Forward kick two-in-oned with a Demon Dragonfly. Smell my pits!



This is a "Make 'em look bad" combo. For experts only, start off by jump kicking your adversary with a late Roundhouse kick. Launch him up in the area with a standing Strong two-in-oned with a Sun Disk Palm to launch him up some more. And then another Strong immediately two-in-oned into a Yagyou Dama super. While he's up there, quickly super jump forward and show him the Deva King's Power.

STRATEGY



Execute the Tengu Stone super, then corner your opponent with a frantic attack of standing shorts. If he blocks it all... fine. Start mixing up low short with standing fierce for some serious beatdown.

Hi/Lo Madness. If they stand, low forward two-in-oned with a Human Pillar Driver. If they duck, do a Leap Attack followed by the above for a combo.

SUN DISK PALM
← (CHARGE)→ + ANY PUNCH
DEMON DRAGONFLY
↓ (CHARGE)↑ + ANY PUNCH
HUMAN PILLAR DRIVER
→↘↓↙← + ANY PUNCH
DEVA KING'S POWER
↓↘→ + ANY KICK
YAGYOU-DAMA
↓↘→↓↘→ + ANY PUNCH
TENGU-STONE
↓↘→↓↘→ + ANY PUNCH
KISHIN-RIKI
↓↘→↓↘→ + ANY PUNCH

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NECRO

Necro was born and raised in an impoverished town beside a lake somewhere in the Russian Steppes. Necro remembers two brothers and a sister. After the fragmentation of the Soviet Union, Necro was found wandering the streets of Moscow and pressed into service by an unknown organization with the codename "Gill". This strange and secretive organization changed Necro's DNA in a series of inhuman experiments, and these weeks of torturous pain have enabled Necro to unhook his bone structure and bend it like an Indian fakir. Super-flexible contortions and movements are now possible, and Necro's entire fighting style was simulated and managed by computer before being implanted into Necro's brain via cyber-technology.

"OUTTA MY WAY!!"

SUPER ARTS

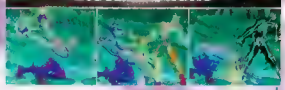
Magnetic Storm

It takes a while to charge, but the Storm is Necro's most effective anti-air super. If you have two charged and your opponent blocks the first, stop it immediately and then do the second one. You can't escape!

Slam Dance

The great benefit of this super is it gives Necro a high-damaging move up close. The majority of his normal moves are lacking in this area. Not to mention it has godly priority up close.

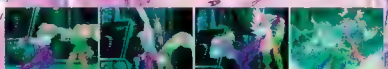
Electric Snake



Beware the Snake! This quick-to-charge super is great in footsie if your enemy so much as flinches. Also use it for block damage, wake-ups, and as a correctly timed anti-air move.

COMBOS

Bread and butter. This amazing 3 hit should be your main plan for taking off energy. Do a standing **Short**, followed by **Strong** two-in-oned with a [illegible].



Here's a cornet combo for you. Land a [illegible] Spinning Punch, defensive crouch **Fierce**, hold back [illegible], **Magnetic Storm**.

Stun your opponent with a **Fierce Spinning Punch**. While he is still stunned, do an **Electric Blaster** Super canceled into a **Magnetic Storm**.

STRATEGY

Introducing "the Unstoppable." Land a Leap Attack, then immediately do a Slam Dance. This works soooo well, it's sick.

Fight at a distance where your moves can reach, but your enemy can't. Standing forward and fierce push him away. Low strong if he jumps.

Try this two-in-one trick to antagonize. Start off with a low jab two-in-oned with either a Flying Viper or a Snake Fang, depending on if you want them to block high or low. Mix it up as needed.

SNAKE FANG
↓↘→ + ANY KICK
SPINNING PUNCH
↓↘→ + ANY PUNCH
FLYING VIPER
↓↙← + ANY PUNCH
ELECTRIC BLASTER
→↓↘ + ANY PUNCH
MAGNETIC STORM
↓↘→↓↘→ + ANY PUNCH
SLAM DANCE
↓↘→↓↘→ + ANY PUNCH
ELECTRIC SNAKE
↓↘→↓↘→ + ANY PUNCH

STREET FIGHTER III ENDS. MegaFan's *SF III* coverage will return with *Street Fighter III Second Impact* action... coming soon!

STREET FIGHTER EX plus α

Welcome to Magazine's Street Fighter EX Plus Alpha Extravaganza! Learn how to master the finest points of Expert Training Mode combos, impress your friends with your "Combos with skill", and get a complete moves list for our featured fighters.

They tell where the rest stops charging. Well, they've been harvested by none other than Station Magazine!!! Feast your eyes on Station's EX insanity and be [illegible] Hungry and [illegible]

training

Greetings fellow Combo junkies, and welcome to the training section, a quick little overview of the terms used in this section as well as a "how to" on reading up on your fave characters.

Who is the real Skilliam "Skills" MacGregor?

Perhaps the greatest Capcom games player the world has ever known, none other than Mr. Skilliam "Skills" MacGregor. Creator of the Roundhouse, Fireball sensation, and the mentor behind "Two Scoops" (making two scooping motions for an easy Super Move cheat), "Skills" has done it all. No one's quite sure of his humble beginnings, or what he looks like. Only the stories passed down from one loyal arcade enthusiast to another. Maybe you've played him, and have witnessed his hardcore combo insanity. We have, and it's to him we dedicate the "Skill-y" combos. Combos which require just that to accomplish; mad, unadulterated... skill...

basics

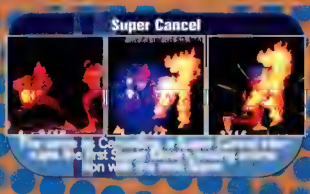
Two-in-one

A Two-in-one, basically means making two uses out of only one motion. An example would be Ryu's low FK to Hadoken two-in-one. Since the Hadoken motion is a quarter circle starting from down, press FK at the beginning of the motion. (start from down), then quickly roll the controller forward, and press any punch when you hit the end of the quarter circle (towards) to complete the motion. This gives you two moves with one motion.

Cancel

Like Salt and Pepper, the Cancel goes hand-in-hand with the Two-in-one. By performing a Two-in-one, you actually cancel the final frames of the first move's animation, and immediately cut into the next move. By Canceling the first move with the second, you prevent your opponent from recovering. This is the basis of 95% of the combos in SF EX. They start with an opening move, (usually a jump in), continue with a two-in-one, or cancel, and is finished by a flurry of Supers.

super moves & super cancels



To Super Cancel, perform the next Super Move as the FIRST Super Move is still hitting your opponent. Some Super Moves can only be cancelled at certain, and obvious points. Such as Akuma's Super Uppercut, which must be cancelled while his feet are still on the ground.

guard breakers

This requires One Super Bar Block to perform. By all means, use GBs as much as possible.

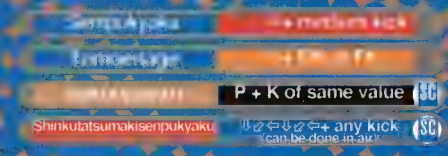
Guard Breakers are a great way to wake up a slow player. They cannot be blocked, and if it successfully connects, it renders your opponent unconscious (dizzy). To perform a Guard Breaker, simply press a punch and kick button of the same value, i.e. WP + WK.

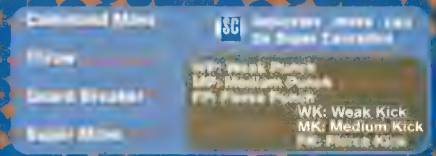
tech. hit

If you smell cheese, and are being thrown, perform your throw command to escape.

Though throwing is in the game, some consider it to be cheap. In any case, you can reverse the throw. To reverse a throw, perform your throw command as soon as you are grappled by your opponent. If successful, you'll escape, and be awarded Super Bar Energy!!!

legend





ryu

SPECIAL ARTS

It's all about Ryu, quite possibly the most balanced character in any *Street Fighter* (next to Guile of course!). Unfortunately, Ryu can become boring over time, especially as old-school *SF* fans have been playing this character for SIX years. It's easy to see Arika knows Ryu and Ken have become a bit tired over the years. Their answer: Kairi and Allen. More than just head swaps, these guys work Ryu and Ken. Oh well, Ryu's still fun for those die-hards, but this is *EX* and you may want to try some new flavors.

Shinkuhadoken

Shinkutatsumakisenpukyaku

Sakotsuwari

Ryu grunts after he strikes, making this move hard to react to.

EXPERT TRAINING MODE TACTICS

Much like Akuma, Ryu's Training isn't too hard to accomplish. The only really challenging exercise is number 16.

EX-16 MK Tatsumakisenpukyaku x2, Shinkutatsumakisenpukyaku (air), Shinkuhadoken, Shinkutatsumakisenpukyaku

...ugh enough to connect the next move. ...e air Shinkutatsumakishinpukyaku. Ryu will land just before E.Ryu flies a Shinkuhadoken, and finish ... to the gro... ...pukyaku, ... If done c... ...now's the time to score with ...pukyaku.

COMBOS

Off to the Old-School *Street Fighter* dojo we go! Ryu's basic techniques can be quickly slapped together into a flurry of linked carnage! If you have the skills, that is...

int. Jump FP, Low FP, Hadoken, Shinkuhadoken, Shinkutatsumakisenpukyaku

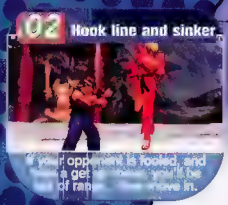
Here's an old Family favorite... ...mom could do (if she p... ...with a new added splash of skill. New a... ...has found an ingenious way to ... production cost, and a high profit ...

adv. Jump MK, Low MP, Low MK, EX Tatsumakisenpukyaku x2, Shinkuhadoken, Shinkutatsumakisenpukyaku

Connect a good close-up attack ... ...low MP to MK link. ... Two-in-one the MK ...ore your opp... ...to finish the c...

STRATEGIES

Played either defensively or offensively, Ryu is a force to be reckoned with. As always, you can count on Ryu as your backbone character when it comes time to lay down the law.



SPECIAL ARTS

Hadoken	↓↘→ + any punch	SC
Shoryuken	→ ↓↘ + any punch	SC
Tatsumakisenpukyaku	↓↙← + any kick	SC
Senpukyaku	↓↘→ + any kick	SC
Zeshaox	[illegible]	
Tomoenage	[illegible]	
[illegible]	P + K of same value	SC
Shinkuhadoken	[illegible]	SC
[illegible]nkutatsumakisenpukyaku	[illegible] + any kick	SC

C.Jack

SPECIAL ARTS

Let me just start by saying, okay, so he's NOT the brightest idea to trickle down from Arika's design room, but he's a blast to play, and well, Bengus really makes him look cool (er, sorta). With that done and said, C.Jack (or should I say Cracker Jack) shouldn't be counted out as a serious character. On top of sporting shades, he can really dish out large man-sized chunks of damage with any one of his Skills-tested, MacGregor-approved combos.

Double Arm [illegible]

This one's really [illegible]de. Use it in a coy-[illegible]ner.

Crazy Jack

Here's [illegible] to starting "Skills" combos. Cancel [illegible]e before the final punch to [illegible] up more damage.

Raging Buffalo

Don't waste your time on this one. It's got limited uses, and can't be Super Cancelled. Bummer.

[illegible] Hero

What "Hom[illegible]" [illegible] to do with this move gets me. Cancel [illegible] after Crazy Jack. You can also use [illegible] Hero as a get-up move.

EXPERT TRAINING MODE TACTICS

You'll begin to see C.Jack's potential the farther along you make it in Expert Training mode. Perchance you're stumped on No. 15 like I was for two days, check out all the juicy details below.

EX-14 [illegible] to Fireballs

Start ba[illegible] po[illegible]n on the farthest side of the screen from the hurler Evil Ryu. As you bat more fireballs, C.Jack slowly in[illegible] To compensate, swing faster because the breaks between fireballs steadily become shorter. O[illegible] Evil Ryu, bat him across the screen to reset your position. The counter WILL NOT reset!!!

EX-15 [illegible]

Double Arm P[illegible] Ryu at highest point of C.Jack's swing. This will send Evil Ryu high enough to set [illegible]ombo. Next connect a Homerun Hero, make sure it launches E.Ryu off the screen [illegible] combo to work. Now, jump up and follow E.Ryu down with a LATE FP. When y[illegible] immediately hit with a low FP. Two-in-one the Low FP with the H[illegible]ero and pick up your pass to club "Skills" at the door.

EX-16 [illegible]

Move in close and unleash a Homerun Hero. As soo[illegible]s t[illegible]en turns blue, begin charging back. Now at the lowest point [illegible]ssi[illegible] E.Ryu, and on impact cancel into a Crazy Jack. Hit kick [illegible]en [illegible]een pauses again to perform the Upper var[illegible]on.

COMBO

Here's where C.Jack earns respect. Behold the combo that rocks worlds with a whopping 95% damage ratio!!! Throw a little skill on the side and you've got a one-way ticket to victory.

Skills

Begin [illegible] all three kicks button, and hold it. Now jump in with a [illegible] low it with a low FP. After the Low FP, release the all the [illegible] to execute a Final Punch. Super Cancel into a Crazy [illegible] rupt the final hit with the Homerun Hero. Now charge [illegible] low Batting Hero, and cancel into the final Crazy Jack [illegible] kick when the screen pauses because only the Upper variation will connect.

STRATEGIES

Being more of a Powerhouse, C.Jack's not too heavy on strategy. Below you'll find some of the essential basics to playing a good C.Jack.

Int.

If you [illegible] read your opponent's oncoming fireb[illegible] two hits for the price of one! Th[illegible] will force him to rethink.

nVc.

Use th[illegible] omerun Hero as a get up move when your [illegible] ponent's feeling brave. If this doesn't kee[illegible] her out, just throw 'em next time!

SPECIAL ARTS

Dash Straight	[illegible]	SC
Dash Upper	[illegible]	SC
Batting Hero	[illegible]	SC
Soccer Ball Kick	⇦⇙⇩⇘⇨ + any kick	SC
Fire Punch	[illegible]	SC
Power Hurtler	[illegible]	
Powerlift Throw	[illegible]	
[illegible]	P + K of same value	DC
Homerun Hero	⇦⇙⇩⇘⇨ + any kick	SC
Crazy Jack	⇦charge⇨ ⇦⇨ + any punch	SC
Raging Buffalo	⇦charge⇨ ⇦⇨ + any kick	

nVc.

By chance you miss your Crazy Jack[illegible]ckly cancel into a Raging Buffalo while in [illegible]se and You'll grab your blocking oppo[illegible].

guile

SPECIAL ARTS

Finally, the man, the machine is back! The vacation was well worth the wait, for Guile is just as powerful as before and then some! Step aside Nash (Charlie), the real deal is back in town and keepin' it real in a bottom-bashing-type fashion.

Double Somersault Kick

Elbow Stamp

The poor range is balanced by great speed.

EXPERT TRAINING MODE TACTICS

There's only really one tough Expert Training exercise for Guile, and that's number 16. Besides that, any skilled player should breeze through this in mere seconds.

EX-15

really easy to be de

EX-16 Double Somersault Kick, Opening Gambit

COMBOS

Because Guile is a favorite of Mr. "Skills" MacGregor. I've listed only the infinite "Skills" combos, as well as a personal favorite of Mr. MacGregor's.

adv.

Boom). the Opening Gambit, and wrap it up the the Double Somersault Kick. This combo works great when you couple it up with

Skills

Opening Gambit. If this sounds like you, remember to Super Cancel the Double Somersault Kick on the SECOND Somersault Kick, just BEFORE it hit for a SECOND time. This timing takes skills from the heavens.

STRATEGIES

There's not much new to Guile, in fact, he plays about 99.9% true to the original *Hyper Fighting* Guile. A true turtle at heart, Guile can just about stop any Zangief and pound any other character for that matter. Guile works best as a defensive character, but can also be an extremely menacing offensive character.

SPECIAL ARTS

Sonic Boom	[illegible] + punch
Somersault Kick	[illegible] + kick
Spinning Back Knuckle	[illegible]
Rolling Sobat	[illegible] + Kick
Heavy Stab Kick	[illegible]
Hip Toss	[illegible]
Dragon Suplex	[illegible]
Flying Buster Drop	[illegible]
[illegible]	P + K of same value
[illegible]	[illegible] + punch
Double Somersault Kick	[illegible] + kick

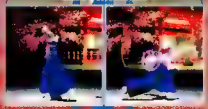
hokuto

SPECIAL ARTS

With soo many versions of Hokuto, it's easy to tell she's one of Akira's faves, and for good reason too. Hokuto is more of a character for those inclined to playing *Tekken* rather than *SF*. She has a sidestep move, and all of her command moves are easy to accomplish. If you're a thinker and not a button-masher, give Hokuto a try, she's more than a healthy addition to any all-star line up when playing in team battle mode.

Hold the punch when executing this super to increase the arrow's diameter. This is also an excellent air counter, or get-up

stand alone super, the Kyakuhougi is useful for combos, or use it as a get-up move to counter low attacks.



Though slow, it can be effec[illegible] stand alone super.

EXPERT TRAINING MODE TACTICS

Mainly a strategy-based character, Hokuto's expert combos are relatively easy to breeze through.

EX-13

There's not much to this one, but learning this technique will be beneficial while in the melee of combat.

EX-14

EX-16

Jump Fr. Low HP, Chougekihou, Shougekiha, Kirenzki, Kyakuhougi, Kirenzki

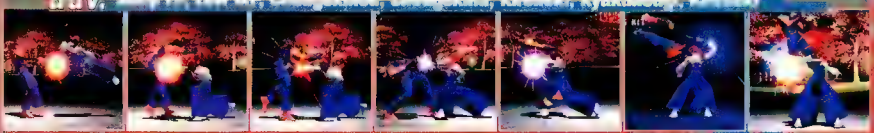
Hold the punch when executing this super to increase the arrow's diameter. This is also an excellent air counter, or get-up

COMBOS

Although Hokuto plays well as a defensive character, having a skilled combo to come in with makes her overall game even deadlier.

adv.

Jump Fr. Low HP, Chougekihou, Shougekiha, Kirenzki, Kyakuhougi, Kirenzki



Start with a deep crossover medium kick. Link two low strong punches and two-in-one [illegible] with weak punch Chougekihou and Shougekiha. Cancel the Shougekiha with the Kyakuhougi which must be Super Cancelled on the first and only hit with a Kirenzki. Charge for Kirenzki and watch your foe fall right in.

STRATEGIES

Having soo many Special Arts, it's possible to play Hokuto in many ways. However, with moves like the Gokyakukou, it becomes easy to see why she's best played defensively.

int.

adv.

nvc.

nvc.

nvc.

int.

SPECIAL ARTS

Chuugekihou	⇨ + any punch	SC
Shogekihou (after Chuugekihou)		SC
Gokyakugou		SC
Shinkugeki		SC
Shinkyakugeki		SC
Furi (after Shinku or Shinkyakugeki)		SC
Chuuhou		SC
Gaishuu		SC
Kyaku		
Keishukou		
Ryusui		
Ryuyokuen	P + K of same value	SC
Kaiseki	⇩⇘⇨⇗⇧⇖⇦ + any punch	SC
Kyakukaiseki	⇩⇘⇨⇗⇧⇖⇦ + any kick	SC

kairi

SPECIAL ARTS

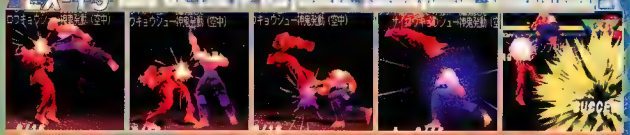
New to the SF series is Kairi. Although he might be a Ryu clone, he is surprisingly fun play thanks to his two mid-air Supers. This gives Kairi more dynamics when it comes to building insane combos, and let's face it, this game is all about combos.

EXPERT TRAINING MODE TACTICS

Kairi's got a couple of tough training combos. Actually they aren't really that hard, what makes them a chore is the awkward motions your thumb is required to do in a matter of nanoseconds.

EX-14

EX-15



EX-16

COMBO

Due to space limitations, Hikaru Ime has decided to put only Kairi's hardest of hardcore combos. Aside from being a bit of a chore to p... off, it does massive damage. Just another reason to drop Ryu for the might of Kairi!

adv.

STRATEGIES

Since we had room for only one of Kairi's monster combos, here's a couple more strategy-oriented combos. With combos falling out of his pockets, how can you not play Kairi?

int.

SPECIAL ARTS

Shinkuhatsudo	[illegible] + any punch	SC
Maryurekka	[illegible] + any kick	SC
Mouryoukasen	[illegible] + any kick (air)	SC
Ryoubu	[illegible] + any punch	SC
Kufeikaku	[illegible]	
Urangokugurma	[illegible]	
[illegible]	P + K of same value	SC
[illegible]	[illegible] + any punch (air)	SC
[illegible]	[illegible] + any kick (air)	SC
[illegible]	[illegible] + any punch (air)	SC
Kyoujyarenbu	[illegible]	

int.

blair

SPECIAL ARTS

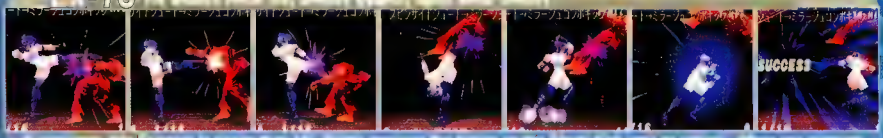
Ahh, Blair... What a treat to have three well-balanced female characters in one SF. Actually, Blair is the most damaging of the three. She's not much against Zangief or characters without projectiles, but when matched against Ryu or the like, prepare for mass carnage.

EXPERT TRAINING MODE TACTICS

I'll admit, Blair's best and most damaging combo doesn't require half the "skills" the Expert Training Mode requires. Kinda sad, but hey, I'm not complaining, it's my opponents who are!!! Bow down to the power of Blair!!!

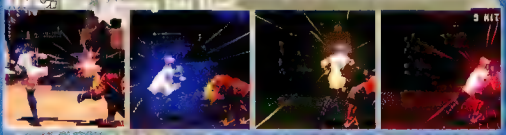
EX-15

EX-16



COMBOS

If you don't play Blair, you'll find an eight part reason why to start. Besides, you can't win fights on good looks, or can you? Hmmmm...



STRATEGIES

Blair's more of an unpredictable character. When mismatched, it's a bit tougher to get in, but her no-brainer 50% damage combo keeps her neck and neck with even the toughest of characters.

SPECIAL ARTS

[illegible]	[illegible]
[illegible]	[illegible]
Dash Upper	[illegible]
Stomp Kick	[illegible]
[illegible]	[illegible]
Step Side Kick	[illegible]
[illegible]	[illegible]
[illegible]	[illegible]
[illegible]	P + K of same value
[illegible]	[illegible]
[illegible]	[illegible]

sakura

SPECIAL ARTS

It's hard to consider Sakura a real character; she's more of an answer for Japan's lust for Toki Meki schoolgirls clad in sailor suits. Nevertheless, she can be fun to play if you fancy Super Cancel combos. Almost playing similar to Ryu is another plus, but her weak uppercut move, and slow fireball hinder her from being a heavy hitter.

Use this move as the first Super in a Super Cancel Combo. This way you keep your opponent on grounded.

This Super's range is excellent. Use it in combos or as a get-up move.

Not her best Super, this one's best when in combos, or as a get-up only.

You gotta respect Arika. They're really trying hard to get you to play Sakura. Too bad this move's useless in battle.

This might be hard to land, but I'm sure you won't mind trying it again.

EXPERT TRAINING MODE TACTICS

Although Sakura is basically a Toki Meki Super Cancel machine, she doesn't have much else. This is evident with the sparce challenges found throughout Expert Training Mode. Here are a few noteworthy exercises for your viewing pleasure.

EX-15

A tad harder than EX-16, 15 can cause some heartache at the worst possible times. Start with a deep jH, and follow it up with three weak kicks. Two-in-one the final weak kick with a FP Shooken, followed by a Midazakura. Now the hard part is to Super Cancel the Midazakura while E.Ryu's feet are on the ground, if they're not, the Haru Ichiban will not connect.

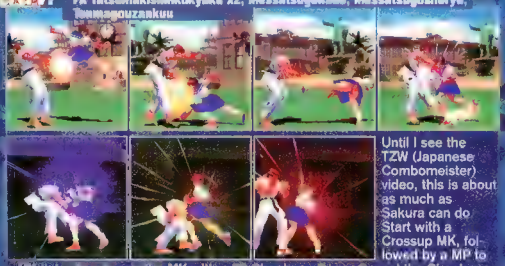
EX-16

Well, I guess you can consider the final Super juggle, the hard part of this simple exercise. The trick is to start with a deep FP, this will leave you close enough to E.Ryu to finish the combo. As soon as you land from WK Shunpukyaku, quickly execute the Midazakura. The Midazakura will catch the floating E.Ryu and complete this combo.

COMBO

Thank goodness for Super Cancels, otherwise, you might want to put Sakura back on the shelf next to Pullum.

adv. Jump M.K., Low M.K., M.P. Hyousetsu Shoukoken, FK Tatsumakishienkyaku, FK Tatsumakishienkyaku x2, Messatsugoshoha, Messatsugoshoha, Tenmagouzankuu

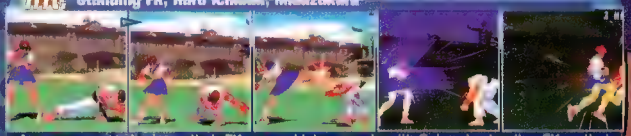


Until I see the TZW (Japanese Combomeister) video, this is about as much as Sakura can do. Start with a Crossup MK, followed by a MP to MK link, then more the MK with a FP Shooken. Super Cancel the Shooken with the Haru Ichiban. Next Super Cancel into the Midazakura followed by the Shikubadoken to finish things up. The order of the Supers don't really affect the damage inflicted, so adjust it to your liking.

STRATEGIES

Not having much to rely on, Sakura can be a challenge to become successful with. Below is one example of how to hit payday with the right timing.

int. Standing FK, Haru Ichiban, Midazakura



As your opponent misses their FK sweep kick, come in with Sakura's standing FK as their foot passes beyond the contact point. Cancel the FK into the Haru Ichiban, this Super move's excellent range will actually catch your opponent before they can recover. Now Super Cancel into the Midazakura to finish it off. You can add a third super for an added helping of skill on the side, although it's pretty much a waste.

SPECIAL ARTS

[illegible]	[illegible]
[illegible]	[illegible]
[illegible]	[illegible]
[illegible]	[illegible]
[illegible]	[illegible]
[illegible]	P + K of same value
[illegible]	[illegible]
Midazakura	[illegible]
Haru Ichiban	[illegible]
Shungokusatsu	[illegible]

SPECIAL ARTS

Let's just face it, Zangief (the undisputed King of Cheese) is just too powerful these days. Zangief is not only too powerful, but too easy to master and become effective with. Once this is realized, you're sure to notice to abundance of 'Gief championships you and your mates will have. If you're a Zangief player, rejoice, this is the best 'Gief next to the version in *Turbo Hyper Fighting*. If you hate Zangief, look for tips on how to crush him in the Strategies section. It's all about 'GIEF!!!

Final Atomic Buster

Just witness the love put into this move. Press all three punches when executing this move for a deadly Level 3 version.

Super Stomping

This move can be interrupted by doing a half circle back and pressing Kick, after the THIRD stomp kick.

Dynamite Headbutt

Can he be a little more obvious?! Laugh when it connects!

EXPERT TRAINING MODE TACTICS

The Expert Training Mode for Zangief isn't too tough. In fact, it's more of a tutorial on the basic tools for making a powerful Red Russian Bomber.

EX-11 Flying Body Attack, Standing MP, Double Lariat

Here's a classic Zangief Combo. Try to cross up your opponent as deep as possible to land the next two hits.

EX-12 Super Stomping, Final Atomic Buster

Even though the Super Stomping isn't supposed to be cancel, it can, right before the final boot. Learn this one well!!!

EX-15 Catch Evil Ryu with a Skrew Pilederiver!

It's pretty hard to do a 360 degree motion on a control pad without jumping. Master this and you're on your way to success.

EX-16 Super Stomping, Standing MK, Super Stomping

Interupt the first Super Stomping after the third Stomp kick. Next time a standing MK (this is really late), and another Super Stomping.

COMBOS

This is a really scary thought; Zangief with combos. Eeeeek!!! Here's one that I'm sure your opponents will love. If this ain't skilled enough for you, wait till you see the madness in the *SFEX Book* from Gamefan Books!!

Skills Flying Body Attack, Low MP, Low MK, Super Stomping, Standing MK, Super Stomping

Start with a deep cross-up Flying Body Attack. Next link a low MP to a low MK. Two in one the low MK with a Super Stomping. Interrupt the Super Stomping after the THIRD hit, and pull off a late standing MK. Two-in-one off the standing MK whith another Super Stomping. You wanted devastation, you got it!!!

STRATEGIES

"Grief is all brawn and no brains, but it's gonna take brains to get in on your opponent. Zangief's best bet is to keep grounding the opponent with whatever will connect and rush in before the opponent can think out their next move.

int. Skrew Piledriver get up surprise

This one's always a freebie for Zangief. If you're Allen, this is a good way to kill yourself.

nvc. Double Lariat get up surprise

Press your all three puches button as you rise for the easiest of get up moves!!!

int. Jump in Final Atomic surprise

Jump in, and don't throw any moves out. Your opponent will try to counter but miss. Now's your chance for ANY piledriver.

.01 The bait

Walk up to a fallen opponent, and then back out of range as they begin to rise.

.02 Low MK, Super Stomping

Now, throw out a Low MK. If it connects, two-in-one into a Super Stomping. If blocked, proceed to .03

.03 Low MK, Skrew Piledriver

If the low MK is blocked, do what any other skilled person would do: grab! Return to step .01.

SPECIAL ARTS

Skrew Piledriver	[illegible]
Russian Slam	[illegible]
Double Lariat	[illegible]
Kick Double Lariat	[illegible]
Flying Body Attack	[illegible]
German Suplex	[illegible]
Stomache Blow	[illegible]
Iron Claw	↓or↓⇨+ MP or FP
[illegible]	Any P + K of same value
Super Stomping	[illegible]
Final Atomic Buster	[illegible]

.04 Rock Jumbo

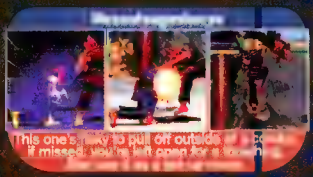
As a variation, don't throw out a low MK. Grab them instead, or bust out with a level 3! Goto .01.

The trick to beating Zangief is to never jump in. Use projectiles to keep him away. Zangief needs to be close to do any damage. Never attack an arising Zangief, he's got too much grabbing priority. Zangief's biggest mismatches are Dahlsim and Guile. By playing VERY patiently, any 'Grief can go down, it's just a matter of sticking to this gameplan.

akuma

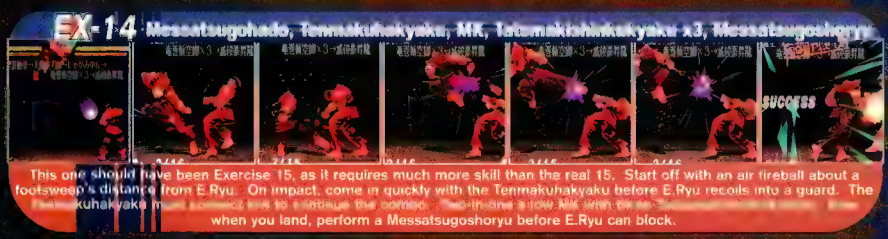
SPECIAL ARTS

I can't think of a Capcom game that doesn't have Akuma in it! Well, maybe not in *SF III*, but I wouldn't be surprised if he was hidden in a background somewhere. Playing much like a slower Ryu, Akuma is for those who enjoy playing with finesse, and utilizing crushing combos. As always, Akuma finds ways of bringing out the beast in his opponents due to his air superiority, so make full use of it!!!



EXPERT TRAINING MODE TACTICS

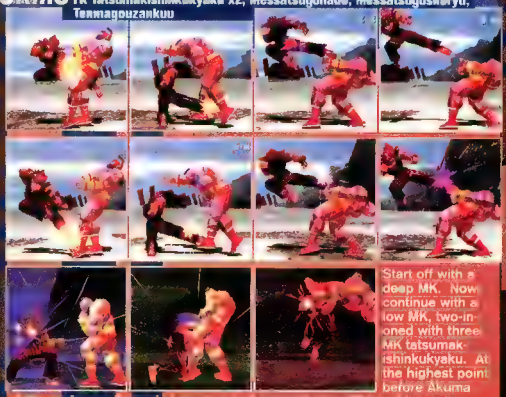
Akuma is a real combo machine, and surprisingly enough, his Expert Training exercises are all relatively easy to accomplish. If you're not satisfied with the challenges below, try my (Hikaru) "Original Skills" Akuma Combo of Justice on the opposite page!


EX-14 Messatsugohado, Tenmakuhakyaku, MK, Tatsumakushinkukyaku x3, Messatsugoshoryu
SUCCESS
This one should have been Exercise 15, as it requires much more skill than the real 15. Start off with an air fireball about a
when you land, perform a Messatsugoshoryu before E.Ryu can block.

COMBO

Here's my entry for an Expert Training mode combo. Deep from within the pits of planet skillage, this combo requires expert timing (Well almost). Enjoy... The Combo of Justice!!

Skills Jump MK, Low MK, MK [illegible], FK Tatsumakishinkukyaku x2, Messatsugohado, Messatsugoshoryu, Tenmagouzankuu



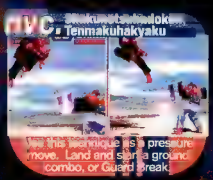
Start off with a deep MK. Now continue with a low MK, two-in-oned with three MK tatsumakishinkukyaku. At the highest point before Akuma [illegible] two more [illegible] perform a [illegible] makishinkukyaku [illegible] proper you [illegible] ting), try a skilled combo for professionals.

SPECIAL ARTS

Goshoryuken	[illegible]
Hadoken/Fireball	[illegible]
Goshoryuken	[illegible]
Zankuusen	[illegible]
Tatsumakishinkukyaku	[illegible]
Kohaposenka	[illegible]
Tenmaseikuukyaku	[illegible]
Senpukyaku	[illegible]
Zenpokenmon	[illegible]
Tanrenugo	[illegible]
Shoryuga	[illegible]
Joshuguseki	[illegible]
[illegible]	P + K of same value
Messatsugohado	[illegible]
Messatsugoshoryu	[illegible]
Tenmagouzankuu	[illegible]
Shunpukyaku	[illegible]

STRATEGIES

There's not much difference between Ryu/Ken or Akuma, and he can be played in the same manner. Make full use of his air fireballs to keep opponents out, and be aware that all of Akuma's moves require have some sort of serious lag.



Use this technique as a pressure move. Land and start a ground combo, or Guard Break.

When you feel like you gotta display some skills, [illegible] killing this one off in a game. Your opponent will be forced to reckonize the ski[illegible]

Street Fighter EX + Alpha ENDS.

TEKKEN 3

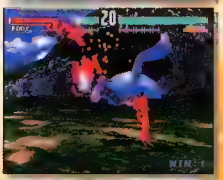
STRATEGY GUIDE: PART 2

Continuing our unrivaled *Tekken 3* coverage, MegaFan presents complete moves for the five remaining instantly playable characters, along with combos and strategies. First however, is a special treat; the entire *Tekken 3* ensemble revealed!

SECRET CHARACTERS

The number of secret characters has decreased significantly from the freak zoo of fighting gals, goons, and beasts present in the second edition of this popular fighting series. Much like the normally-selectable characters, these special *Tekken* entrants have gruesome goodies to unveil with cataclysmic fury upon some unfortunate opponent. And as always with a Namco fighter, no style points are lost in the execution of any sparkling pain-bringer the fighters aggressively perform.

Kuma is back with a Panda-Chan alter-ego and is ready for battle; complete with a few new moves, a tippy-toe walk (?!), a circus talent turned deadly, and an unpleasant case of indigestion. In one of Kuma's new moves called "Dance with Me," he punishes an opponent on the dance-floor with two tons of spritely bear. The "Rock 'n' roll Circus" throw will make any carnival-loving child squeamish, while causing it's victim to become increasingly blemished (not to mention nauseous). And the forest's nightmare, the "Fatal Wind," will blow any opponent's life away... literally (the name doesn't exaggerate one bit on its effectiveness).



Michelle's historic tribe has produced another adept, and beautiful, combatant with the skills and pride necessary to compete in the contest to end all contests (at least until the next incarnation of the Iron Fist drama). Her brethren's moves were mastered early on, but soon Julia's individuality sprung forth. Like some of the other fighters, she has a "Lower dodge" which redirects a low level attack, providing an opening for an multitude of man-mangling combos. Her punch combos have increased in number over her famous fellow tribeswoman with the new "Lightning Bolt" and "Palm Explosion," and her throwing power and finesse has given Julia a definite answer to any challenge.

Old Jack has been dug up from his dark, slimy scrapyard grave and has been rebuilt into a more intimidating form than has ever been witnessed. His combat ROM has been preserved perfectly in his titanium-lined skull, making it impossible for his pugilist programming to be gnawed away by junkyard rats. New moves burned into his AI (other than those borrowed from P-Jack) include a fake Megaton Punch called the "Megaton Uppercut." This will send back anyone who attempts to cut his windup short. Finally, his "Take down" and "Thunder slap" will make useful additions to his arm attack arsenal.

Brian has some sort of connection with Bruce (maybe some elite plastic surgeon... naw) because many of the moves Mr. Fury-ous executes will remind Bruce's victims of never-to-be-forgotten

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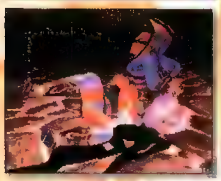
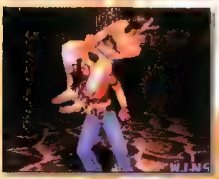
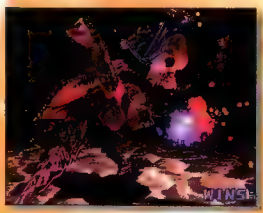


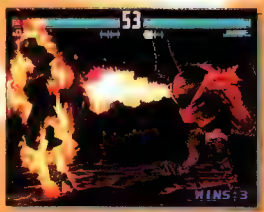


headringing experiences, and the overwhelming power of a Muay Thai master. His "Vulcan Blow, " "Gravity Blow," and "Run for Cover" are all unique ways to dismember an opponent before they know what's hitting them in an unforgiving fashion. While Brian's "Chains of misery" throw gives only those with a disgustingly sick and violent mind a hearty chuckle... (Brian fits this description nicely).

Old twin-tuffed Heihachi is back for another tussle in the tournament he created. This ageless, heartless, and son-less warrior has more than enough fight left in him, and the electromagnetic sorcery that has always flowed through his tense veins still courses with youthful virility. This "old dog's" new tricks include some move combinations, similar to Kazuya's uppercut-kick combos, where he performs his deadly spinning low-kicks, followed by an uppercut thrown with the most evil of intentions. And, although his banged and shaken cortex is unable to grasp the technical wizardry necessary for counters, his manliness is enough to enable any standing kick that gets a counter-hit upon his jaw to be answered (*ala* his 'geta' clogs) with POWER (!!). Finally, Heihachi's "Demon massacre" will send even the strongest challenger into a comet crash-landing imitation (complete with fire and smoke). A demon to some, but not yet a god; he confidently challenges the so-called "God of fight" to a battle of truth... and destiny.



The fighting deity Ogre, has siphoned the deteriorating memories of martial skills still remaining in the rapidly cooling bodies of those he decided were worthy victims of his megalomaniac desires. This has provided him with an unequalled repertoire of hand-to-hand techniques such as; Lee's infinity kick combos," Bruce's "killing blow," Armor King's "Shoulder tackle," and the list goes on indefinitely. Baek, Jun, and Anna have also unwillingly contributed to Ogre's wealth of fighting knowledge, but this is just his normal form... The final winged form has a developed fire-producing faculty within his burgeoning chest, and can wreak solar flare-type havoc up-and-down an escaping challenger. It is also able to suck your life with a serpent possessed arm, or, if knocked down, it can spring up and swoop decapitation-style at his opponent's head (these are both unblockable by the way).



Last is the enigmatic Mokujin ("woodman"), who imitates the moves and mannerisms of one character for a round then changes the next. Watch his starting animation in order to know who you're playing. Without question, only experts need play this wooden warrior.

In addition, third costumes are available for most of the characters by selecting them with the Start button. Nina and Eddie actually change into different people (Anna and Tiger respectively), but fight the same. Anna is just as low-down and dirty as she's ever been (and also must have been in that 'sleep machine' for 15 years... hot stuff), and Tiger sports a huge afro and phat 70s duds... truly the coolest beat 'em up character ever!! Jin and Xiaoyu both are fitted with school uniforms and can even fight in their school's playground if fighting against one another. This and more will be elaborated upon greatly in the next exciting issue of Megafan (you better believe it!).

LEGEND

LEFT PUNCH RIGHT PUNCH LEFT KICK RIGHT KICK

TAP JOYSTICK → HOLD JOYSTICK JOYSTICK NEUTRAL

SUPER POLICEMAN

"The call of the sacred animal protects my soul! I shall hunt down my prey and execute them with ease! Such is the power I command!"

LEI WULONG

In a final desperate struggle, Lei unhooked his hand-cuffs from his belt and beckoned a bruised and bleeding Bruce forward. Both competitors staggered after a monumental final battle, and it was perhaps poor sportsmanship that Lei was knocked unconscious by an unknown entity, allowing Bruce to flee the second Rave War. Undaunted, Lei Wulong tracked Bruce's homeward-bound plane and discovered it had crashed in a remote mountain area. Many rumors persisted that Kazuya's forces had deliberately shot the plane down to silence Bruce, but Lei believed that the 'accident' was simply staged, and that Bruce is still alive.

In the subsequent years following, Lei Wulong returned to the Hong Kong Police force and solved many international crimes. His supreme agility and lithe athletisicm has earned him the title of "Super Policeman", and is surprisingly supple for a 45 year old. Despite an unorthodox style of detective work, Lei's honesty and case results speak for themselves. In the 18 years that subsequently passed, Lei also dedicated a large amount of his spare time to the animal arts of Chinese fighting. Currently, Lei is investigating the strange cases of the missing martial artists, in which the finest street-fighters are vanishing within the jurisdiction of his station. His many leads having dried up, a frustrated Lei is visited by Heihachi Mishima (of the famous Mishima Financial Group, or M. F. G.) and asked to participate in the third Iron Fist event. An unsure Lei is suspicious of Heihachi's motives, but is swayed into competing after Heihachi cryptically informs him that "everything will be revealed to you once you participate."

Nationality: Chinese
Fighting Style: Combinations of Five Chinese Martial Arts
Height: 175cm
Weight: 65kg
Age: 45

Blood Type: A
Occupation: Police Detective
Hobby: Movies, Afternoon Nap
Likes: Sexy Products
Dislikes: Villains, Crime

STRATEGIES

PROFILE

Being a renowned law-enforcement officer of incomparable stature, Detective Wulong shouldn't have enough time to eclecticly add techniques from the ancient animal styles of the Shaolin monks (and the unstable inebriated insanity of a certain action movie star). But this prodigal policeman has six new ways to slap his aged fisticuffs upon any deviant adversary he decides to put away. Although Lei lacks the liquid-like linkability of moves that Eddie possesses, he is the most versatile when it comes to stance and position. This is the strength a Lei player needs to work from; using moves that cause your enemy to hesitate, and attack wildly. Most importantly, notice any position or stance that your opponent doesn't know how to deal with correctly and find ways to make him pay painfully for his ignorance of ancient martial history.

The techniques that have stood the test of time, and the trying test of Tekken Tournament number two, will be mentioned (and hopefully mastered) first. Lei's Reverse Uppercut can be useful in setting up attacks with your back toward your opponent once he learns not to attack after you turn around (like after a Spiral Upper). His Rave Spin techniques are bread and butter for most Lei players; they are always useful if you know you're going to connect with the first hit. The option of constricting into the coiled profile of a snake afterwards can hatch a nasty nest of slithering possibilities. Another set of techniques that form the life-blood of this crafty cop are his raging Rush techniques. The ones that begin with punches are the safest to throw out, so stick with these frenzied, flying fist charges (mixing in style changes). The Clean Sweep and High & Low Kick are moves that could be used more than you probably think. The Clean Sweep is never expected and leaves you in a strong position (for Lei at least); while the High & Low Kick can counter many types of attacks and strategies if timed precisely. For juggle starters use his; Lift To Cannon, Hop Up, or jumping right kick.

To use the stance and position specific arts of this overly limber law-abider requires study and practice. The best advice I can give is to learn the Snake style's options (since it precedes the others, usually), and master the strategic sidestep (since an animal transformation tends to stagger Lei sideways once the mental shift occurs).

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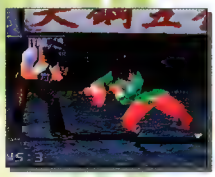
MOVE LIST

Name	Command
Double Foot Stomp (to escape:)	close to opponent
Sleeper Hold (to escape:)	close to opponent
Sailboat Stretch (to escape:)	close to opponent's left side or
Closing Fan (to escape:)	close to opponent's right side or
Booby Trap	close to opponent's back or
Reverse Throw (to escape: or)	show your back to opponent or
Tripping (to escape:)	close to opponent →
Dragon Falls (to escape:)	
Out of Control (to escape:)	during Art of Dragon, or during Art of Snake
Lower Dodge	(or) or (or)
Drunken Master	→
Play Dead	↓ (or)
Spring Kick	lying w/head to opponent
Hop Up	lying w/feet to opponent
Leaping Double Slicer	lying w/head to opponent
Turn Around	← (or)
Spinning Back Blow	turn your back
Low Back Spin	turn your back ↓ (or)
Reverse Uppercut	turn your back
Reverse Kick	turn your back
Flit-Flip-Flop	turn your back
Reverse Double Slicer	turn your back ↓ (or)
Rave Spin	
Hook & Spinning Back Blow	
Tornado Kick	
Tornado Kick	→ (or)
Razor Rush	☆
Razor Rush & High Kick	☆
Rush Combo	☆
Rush Combo & Low Kick	☆ ↓
1, 2 Kick	☆
1, 2 Kick & Low Kick	☆ ↓
High & Low Kick	
Beating Low Kick	→
Beating Middle Kick	→
Clean Sweep	
Defense Breaker	☆
Phoenix Illusion	←
Phoenix Striker	during Phoenix Illusion
Hopping Phoenix	during Phoenix Illusion
Go to Sleep	lie on face w/feet to opponent
Deep Sleep	lie on face w/feet to opponent

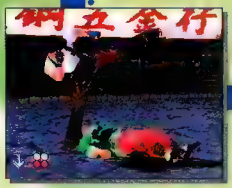
Name	Command
Lei on Back	lie on your back ↓
Lei on Stomach	lie on your front
Jumping Kick	
Sleep to Sliding Kick	lie on front w/head to opponent
Lift to Cannon	(lie on front, pause)
Falling Tree	or
Falling Tree	turn onto your back or
Cannonball	←
Drunk Master	Reversal during opponent's attacking pattern →
Sidewind	lie face down w/feet to foe ↓
Staggering Slide	during Drunk Master walk
Kiss my Feet	during Drunk Master walk
Spiral Upper	
Super Charger	

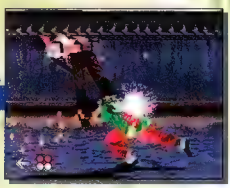
MOVE LIST

Name	Command
Art of Snake (AoS)	during side step or or during AoD, during AoP, during AoT, during AoC
Razor Rush to AoS	then or
Razor Rush to AoD	then or
Razor Rush to AoP	then or
Razor Rush to AoT	then or
Razor Rush to AoC	then or
Beating Kick to AoC	then or
Snakebite	during AoS after 2nd hit → to AoD after 3rd hit → to AoP
Rushing Snake	during AoS
Rattlesnake	during AoS
Low Kick	during AoS
Art of Dragon (AoD)	←
Dragon Roar	during AoD
Dragon Spark	during AoD
Dragon Blast	during AoD
Dragon Rush Combo	during AoD
Dragon Rush to Low Kick	during AoD
Dragon Rush to Mid Kick	during AoD
Art of Panther (AoP)	during AoS or 3rd attack of Razor Rush or
Panther's Paw	during AoP
Panther's Scratch	during AoP
Panther's Tail	during AoP
AoP to Beating Mid Kick	during AoP
AoP to Beating Low Kick	during AoP
Art of Tiger (AoT)	during AoD or 4th attack of Razor Rush or
Tiger's Strike	during AoT
Tiger's Claw	during AoT
Tiger's Tail	during AoT
Tiger's Kick	during AoT
Tiger Kick to Razor Rush Kick	during AoT
Tiger Kick to Razor Rush	during AoT
Art of Crane (AoT)	during AoP or after Razor Rush Middle Kick or
Crane Kick	during AoC
Crane Dance	during AoC
Crane's Bill	during AoC
Wing of Crane	during AoC



COMBO





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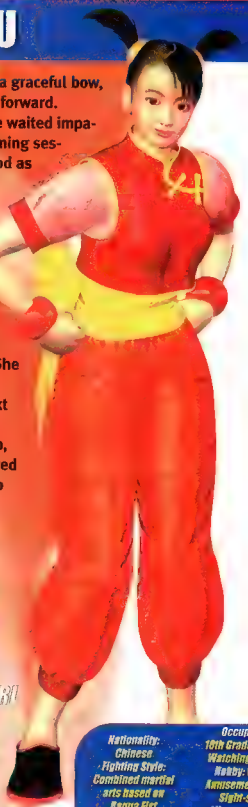
LING XIAOYU

Neatly finishing her final Kung-Fu technique with a graceful bow, Ling Xiaoyu waited for her master to beckon her forward. Anxious to go out to her favorite theme park, she waited impatiently for her master, Wang Jinrey, to conclude her training session. "You are very talented," remarked Wang, "as good as any adult Kung-Fu master, but you are still but a child and absorbed in playing." "I want to build the biggest amusement park in China... and you know of the Mishima clan... are they wealthy? I must go to Japan and see them!" Wang shook his head, smiled and wandered to his marrow plantation.

On a visit to Hong Kong, Xiaoyu was enjoying travelling with her family. They visited the harbor area, and Xiaoyu was excited to see a luxurious cruise-liner with the words "Mishima Empire" emblazoned on the side. She sneaked on board, flitted past security, and stowed herself in a lifeboat. When Heihachi returned to his boat (after requesting Lei Wulong's participation in the next Iron Fist tournament) and set sail for Japan, Xiaoyu was uncovered by Heihachi's troops and a vicious fight broke out on deck. Heihachi was disturbed from his sleep, and when he arrived at the fight scene, four of his henchmen lay bruised and battered at the feet of a tittering school-girl. Xiaoyu ran to Heihachi and pleaded with him to build her a them park, and threatened to fight again if her wish wasn't granted. Heihachi responded by telling her that her wish would be granted... if she entered the next Iron Fist tournament and won! Heihachi was further surprised when Xiaoyu actually accepted this offer...



PLAYFUL & ROBUST GIRL

"Where is my amusement park, Grandpa?! I'll win the fight and show you all! And don't touch my panda!"

Nationality: Chinese
Fighting Style: Combined martial arts based on Bagua Fist
Height: 157cm
Weight: 42kg
Age: 16
Blood Type: A

Occupation: 10th Grade Student, Watching a Panda
Hobby: Visiting Amusement Parks, Sight-seeing
Likes: Pork & sweet dishes (w/sweetened red beans inside), Beijing duck, Takoyaki (fried octopus balls)
Dislikes: Math

PROFILE

STRATEGIES

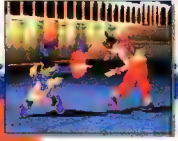
Miss Ling, probably of the Xiaoyu (pronounced "Zow-yoo") family of chinese acrobats (if their is such a family), is a tumbling prodigy and the most talented student Wang Jinrey has ever trained. Although she's just sweet sixteen, she can duke it out with the biggest, baddest, iron-fisted brutes in the world. Her size and nimbleness gives her the ability to move quickly to the side or sustain a painful (but almost untouchable) Phoenix position (which Mr. Phoenix's favorite, the Phoenix Smasher, can't even touch). But her diminutive size has its drawbacks, in the form of a nearsighted reach, and powder-puff power.

Her main strength move, the "Storming Flower," is actually very potent, with power and priority comparable to pyrotechnic Paul, but has the added advantage of being very easy to perform (a simple tap down-back coupled with a button press). A blast from this sweetly-fragranced cloudburst will send an opponent tumbling uncontrollably backwards, but a quick dash up (possibly ending with a shoulder charge) will reunite Miss Ling with her flighty playmate. Practice hitting your opponents with it as they start an attack or while recovering from a slow move; paying attention to your opponent's patterns (or controlling their play by using certain techniques) will allow you to take advantage of the opportunities presented to you. Be wary though, the reach and recovery on this move are pretty horrendous, so be sure you're going to strike gold, or maybe perform the "Fortune Cookie" instead. Her other power move is the "Mistrust" which juggles easily, but she must have her back facing her opponent before it can be performed (simply precede it with a move that leaves you turned around).

In the "Art of Phoenix" position, her strength is the small amount of moves that an adversary can use to strike her; she ducks under any move over sweep height. Used unexpectedly, this move can bring enjoyable results if (after a enemy's move hits the wind above you or you roll dodge an attack) you can score with a throw, "Wave Crest," "Double Scissor Kick," or the "Firecracker."

Her back facing moves, dodges (cartwheels and such), "Upper (or Lower) Dodges" (front or back facing), and the defensive strikes are the last things that need to be mastered by an aspiring Xiaoyu expert. End moves differently (e.g., with your front or back facing your opponent) so your enemy can't predict your movements, or to make him fall easily into your "Dodge-traps" (such as dodging [cartwheel type or "Upper/Lower" type] an attack directed at your back). Notice what possibilities are available to you with Xiaoyu, and also notice what your opponents fall for the most; use this knowledge to win with elegance, grace, and youthful excitement.

MOVE LIST



Name	Command
Storming Flower	
Bayonet	
Bayonet Mctwist	
Great Wall- Left	
Great Wall- Right	
Belly Chop- Forward	
Belly Chop- Backward	
Single Fan- Backward	
Single Fan- Forward	
Double Fan- Forward	
Hydrangea	
Fortune Cookie	
Ginger Snap	
Flapping Wings (Sunset Fan)	
Flapping Wings	
April Showers	
May Flowers	
Sun Flower	While standing up
Butter the Bread	
Lotus Twist	While crouching
Shady Lotus	While crouching
Cloud Kick	
Raccoon Swing	
Fire Dancer	While crouching
Step Kick	
Double Map Sweep	While crouching
Skyscraper Kick	While standing up
Cyanide	
Hypnotist	
Spin Sticker	During Hypnotist
Thunder Strike	During Hypnotist
Wake Up Call	While standing up
X Marks the Spot	

Name	Command
The Nutcracker	
Front Layout	
Knee Cracker	
Cartwheel	
Cartwheel	
Left Spinner	
Right Spinner	
Low Back Turn	While Crouching
False Salute	
Greetings	
Supercharger	
Art of Phoenix (AoP)	
Art of Phoenix to Left Handful	During AoP
Art of Phoenix to Right Handful	During AoP
AoP to Wave Crest- Quick	or after AoP
AoP to Wave Crest- Power	During AoP
AoP to Wave Crest- Heavy	During AoP
AoP to Knee Stabber	During AoP
AoP to Double Barrel Shotgun	During AoP or or
AoP to Double Scissor Kick	During AoP or or
AoP to Sky Kick	During AoP or or At Landing
AoP to Jumping Pirouette	During AoP or or
AoP to Back Kick	During AoP
AoP to Flower Scissors	During AoP
AoP to Firecracker	During AoP
AoP to Firecracker- Side step	During AoP
AoP to Firecracker- Side step	During AoP
AoP to Flower Garden	During AoP
AoP to Flower Power	During AoP
AoP to Crane Kick	During AoP or or
AoP to Butterfly	During AoP
AoP to Jump	During AoP
AoP to Back Turn	During AoP
AoP to Roll Back	During AoP
Rain Dance (RD)	
Dark & Stormy	During RD
Mistrust	During RD
Back Circle Breaker- Forward	During RD
Back Circle Breaker- Away	During RD
Cyclone- Left	During RD
Back Layout	During RD
Ultra Phoenix	During RD
California Roll	During RD
Spin Tornado	During RD
Spin Tornado	During RD
Jade	Stand close to opponent
Ruby	Stand close to opponent
Arm Flip	Stand close to opponent's left side or
Dump the Bucket	Stand close to opponent or
Crank Up	Stand close to opponent's back or

Name	Command
Reverse Throw A	Show your back to opponent
Reverse Throw B	Show your back to opponent
Cradle Throw	During AoP or
So Shoe Me	
Back Layout	Show back to opponent
Dislocater	close to opponent
Upper Dodge	
Lower Dodge	or
Reverse Upper Dodge	Show back to opponent
Reverse Lower Dodge	Show Back to opponent

COMBO

HOT-BLOODED MARTIAL ARTIST

"Mess with the hair and you'll be picking your teeth off the tarmac, pal! You're dealing with an unstoppable master of Judo!"

PAUL PHOENIX

Kuma, the gigantic bear, rose to its full height, towering above Paul, and beckoned (almost mockingly) the Judo master into its lair. This was the culmination of the second Iron Fist tournament. Three hours of intense fighting later, Paul staggered out of Kuma's enclosure with a knowing smile on his face. He pondered on whether to skin Kuma now, or after his final showdown with Kazuya. None of this mattered however, as the tournament had already ended and Kazuya was usurped. Paul had lost his chance to win the overall prize... He was too late.

Paul went back to the streets of New York, and began working as a bouncer again at the 'Lotus' club in the Bronx. Unruly patrons were dealt with in a ruthless and bone-crunching manner. As Paul shrugged off the many adversaries he encountered, he began to think of his mentor, Willie Williams, and the massive fan base this martial arts star enjoyed. One day, he too would be like Willie. The whole world would know of Phoenix's power...

The ensuing years has left Paul the winner of every single martial arts competition that he has encountered. Whether it was street-fighting or arena battles, no one has matched Paul's power. However, despite this formidable prowess, Paul feels that something is missing from his path of life.

In the Spring of Phoenix's 46th year, a letter bearing the Mishima family motive arrived. It was an invitation to the third King of the Iron Fist tournament. A wry smile flickered over Paul's face. He had never neglected his training in the previous 19 years. He is in perfect form, and with no blind spots! He WILL win the fight this time...

Nationality: American
Fighting Style: Combined martial arts based on Judo
Height: 187cm
Weight: 81kg
Age: 46
Blood Type: O

Occupation: None. Training to become the world's #1 fighter
Hobby: Riding motorbikes
Likes: Pizza, the smell of gasoline
Dislikes: Crowded freeways in Japan

STRATEGIES

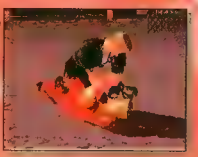
PROFILE

This old geezer may have burst into flames, and torn leather, in the last Tekken tournament, but the enchanted soul of the eternal phoenix has reincarnated him and his style into a remarkably similar (although slightly aged) form. Pugilistic Paul Phoenix has always kept things simple; "Why learn a bunch of goofball skin-grazers... Broken bones are what decide my battles!" I'm not one to argue with success (or a pillar-head, Harley-riding, brick wall obliterator like Paul), but let me mention that this minimalist's main weakness is the blatant lack of variety in his move selection. How large of a weakness this is depends on your strategic, vacillatng style of play in relation to the intelligence (or lack thereof) of your aggressive adversary. His strengths are the explosive, fire-emanating attacks he unleashes with surprising speed and bone-snapping ferocity.

Paul's main offense has always consisted of his Phoenix Smasher, Hang Over, and the Hammer Punch to Power Punch. These techniques are quick, powerful, and a constant threat working to the detriment of an opponent's mental state. The first and third techniques are excellent for violently stuffing; moves, rising attacks, dreams, wishes, *et cetera* with uncanny reliability, and a master at the use of these moves is a formidable opponent indeed. Predict times where your opponents will be unable to block - such as when they're attacking, scared, or in recovery - and then charge at them while they're weak; also mix up your techniques so as to avoid any opposing unpleasantries.

New additions to the madness are the Flash Elbow (fast with good range, but weak), Shoulder Tackle (incorporating the new side-stepping capability), and the his new round-ender; the Thruster. The Shoulder Tackle can catch counterattacking opponents off-guard, and possesses surprising range (good after a blocked power move). The sky-rocketing Thruster is on the level of Paul's Phoenix Smasher in damage potential, since it juggles with a normal hit or stuns on a counter-hit, and a delirium-inducing strike should always be followed up with a doctor-enriching follow-up of your choice.

The Gut Buster and Stone Breaker were the main additions to Paul's kinder-garden-sized repertoire in the *Tekken* tourney previous, and over the years he has created a new way to start these body-rearranging combos (instead of a Jab-Sweep or a ducking move). This revolutionary new move is the Sway. It causes Paul to crouch slightly and step back (which can be useful by itself), then it can be followed the Rapid Fire combos (tricky to block), or God Hammer Punch (which drives your opponent into the ever so unforgiving pavement on a nasty counterhit).



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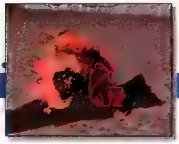
MOVE LIST

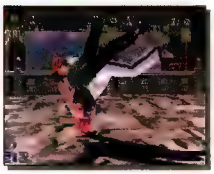


Name	Command	Name	Command
Over the Shoulder (to escape: 2)	close to opponent 1	Reverse PDK Combo	1 2
		Shredder	↗ 1 2
Shoulder Pop (to escape: 1)	close to opponent 1	Phoenix Smasher	↓ ↘ → 2
		Bone Breaker	during crouching 1 2
Dragon Screw (to escape: 1)	close to opponent's left side 1 or 2	Neutron Bomb	→ → 1
		Down Strike	(opponent down) crouch 2
Fall Away (to escape: 1)	close to opponent's right side 1 or 2	Double Hop Kick High	→ → 1 1 2
		Triple Kick Combo	→ → 1 1 → (↓ or ↘) 2
Reverse Neck Throw	close to opponent's back 1 or 2	Double Hop Kick Low	→ → 1 1 ↓ (↙ or ↓) 2
		Hammer Punch	during crouching 1
Reverse Throw (to escape: 1 or 2)	show your back to opponent 1 or 2	Hammer Punch to Power Punch	during crouching 1 2
		Hang Over	during crouching 1 2 2
Counter Attack (to escape: 1 or 2)	correspondent to opponent's attack ← 1 or ← 2	Jaw Breaker	while crouching ↘ 2
		Gut Buster	while crouching ↘ 1 2
Foot Launch	← 2	Stone Breaker	while crouching ↘ 1 2
Push Away (to escape: 2)	close to opponent → → 2	Flash Elbow	→ → 1
		Burning Fist	← 2
Twist and Shout (to escape: 2)	close to opponent ↘ 2	Incomplete Somersault	↓ (one second pause) ↑ 2
		Shoulder Tackle	→ 1
Ultimate Tackle	↙ 2	Thruster	↓ ↘ → 1
Ultimate Punch	during tackle 1 1 1 1 1	Hammer of the Gods	→ 2
Ultimate Choke	during tackle 1 ↓ 1 1 ☆ 1 1 2	Supercharger	2
		Sway	↓ ↙ ←
Arm Breaker	during tackle 2	Rubberband Attack	↓ ↙ ← ☆ 1
Ultimate Punch to Arm Breaker	Ultimate Punch x3 2	God Hammer Punch	↓ ↙ ← ☆ 2
Left, Right Combo	1 1	Sway & Low Kick	↓ ↙ ← ☆ 1
Jab Roundhouse	1 2	Rapid Fire	↓ ↙ ← ☆ 1 2
Quick PK Combo	forward 1 2	Rapid Fire to Phoenix Smash	↓ ↙ ← ☆ 1 2 2
Jab-Sweep	1 ↓ 2	Rapid Fire to Stone Breaker	↓ ↙ ← ☆ 1 1 2

COMBO

BLOOD TALON

"Master Baek, it will be my pleasure to execute all that stand before me and your imminent rescue!"

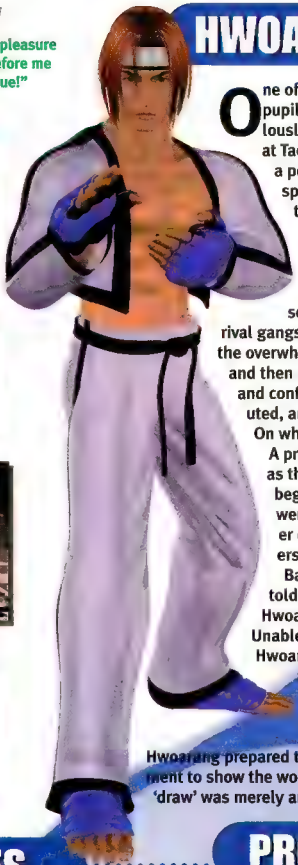


HWOARANG

One of Baek Doo San's star pupils, Hwoarang works meticulously and extremely diligently at Tae Kwon Do to become such a powerful fighter. Although sporting the visage of a trained, respectful and loyal martial artist, Hwoarang has a deep dark side to him. His true identity is shrouded in secrecy,as Hwoarang is actually the leader of a street gang of swindlers. A select few of Hwoarang's gang pick on large groups of rival gangs, and gamble a fight with them. Once the rivals see the overwhelming majority they have, Hwoarang raises the ante, and then proceeds to destroy all the rivals in a melee of blood and confused shouts. The money is then (unevenly) distributed, and Hwoarang goes off to spend his ill-gotten gains. On what, nobody knows.

A previously undefeated Hwoarang watched with interest as the Mishima private army visited his homeland, and he began to prepare another scam... After the challenges were set, Hwoarang faced off against an unknown fighter called Jin Kazama. Fifteen minutes later, both fighters were halted, and the battle was declared a draw.

Back at Baek's training gymnasium, a furious Hwoarang told this story to his master, and Baek informed Hwoarang that he had faced the might of Mishima Karate. Unable to accept the fact that he couldn't defeat Jin, Hwoarang increased his already frenetic training schedule with but one thought in his mind... revenge. Shortly afterwards, Baek disappeared after leaving to investigate a "psychic disturbance". The God of Fight was located, and Hwoarang prepared to enter the tournament to show the world that the previous 'draw' was merely an accident...



PROFILE

Nationality: Korean
Fighting Style: Tae Kwon Do
Height: 181cm
Weight: 69kg
Age: 19
Blood Type: A

Occupation: leader of a gang of swindlers
Hobby: Sailing
Likes: Rock 'n Roll music, fighting
Dislike: Mishima-style Karate, Jin Kazama

STRATEGIES

Another kick-crazy Korean has entered the hellfire-sprinkled fray that is the *Tekken* tournament. Obviously modeled after Baek, and sharing many of the same moves, players familiar with Baek will bound toward this character in droves. A powerful character in skilled or unskilled hands (much like the twirling Brazilian terror Eddy), but he's not as amicable to sloppiness as that circling Capoeira dude. His strengths are his kick combos, the possibilities created by his stance versatility, and his ability to completely overwhelm any opponent that allows him to get his moves off. Hwoarang's weaknesses include his remedial punching techniques, and slowness when first starting a blistering, bone-shattering spectacle of kicks, and azure firebursts.

First, techniques first. At close, Hwoarang has problems, his kicks are too slow against another characters incoming punches, so you may be wondering what to do. Use the "Home Surgery" (stop early against good players and follow with down+LP; down/forward LK, RK;[while rising from a duck] LK, or RK, RK), "Rejected," a "Flamingo" move, throw, or a simple down/forward RP. A little farther out you can use his multi-kick combos like the "Menace to Society, " "Hot Feet," "Blizzard Kicks," and others.

After this you should master changing stances and using the moves the right stance or flamingo positions afford you. You can change stance without a preceding attack, but this leaves you vulnerable and is not how an aggressive fighter such as Hwoarang should be played. Most of the moves that leave you in the right stance have "Righty" following their names (and ones that leave you in left stance are followed by "Lefty" - how convenient), but there are some that are not marked in such a way (e.g., the useful "Big Fists" combo). Have your follow up planned before you do one of these moves so you don't hesitate (thereby losing some of the advantage gained by the stance change); use moves that beat whatever your opponent tends to try after a stance changing move hits, or is blocked. A master player will know what he has to do to make use of any move Hwoarang possesses, and will have an inspired and powerful way of setting it up.

The flamingos should also be worked into the mix as they create worry and mistakes in your enemies. If you take your time, concentrate, and play, you'll be able to work out attacking patterns involving stance changes, flamingos, throws, sidesteps, and jumping attacks (the "Hunting Hawk" destroys low attacks), and the "Ecoli" and "Sky Rocket" maneuvers into martial deathtraps with no viable escape... except to walk away from the machine in disgust and shame.

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MOVE LIST

Name	Command
Right Flamingo Faint	↘ ☆
Motion Switch	
Migraine- Lefty	
Big Fists	
Toe Jam- Lefty	
Chainsaw Kick	
Nose Bleeder- Lefty	←
Grand Theft- Lefty	↓
Screw Kick	⇒ →
Ecoli-Lefty	
Backlash- Lefty	
Misdemeanor	⇐
Cheap Shot	⇒
Cheap Shot-R-Treat	⇒ ←
Bad Dancer	⇒
Ripoff	⇒ →
Disrespect- Left	
Disrespect- Right	During Disrespect left
Motion Switch	
Left Flamingo Faint	⇒ ☆
Migraine- Right	
Slice & Dice	
Home Surgery	
Left Right	
Rejected	
Rejection	
Rusty Knife	↘
Tetanus	→
Body Flow	↘
Hot Feet	
Toe Jam- Righty	
Hard Rocker	→
Kitchen Sink	←
Da Bomb	→
Da Bomb to Right Flamingo	
Blizzard Kicks	
Rude Boy	→
Ax Murderer- Righty	
Doggie Lift- Righty	?
Grand Theft Righty	↘
Bird Hunter	↓
Nose Bleeder- Righty	⇐
Crippler	↙
Repeater	↙
Tsunami Kick	While standing up
Torpedo Kick	⇒ →
Sky Rocket	⇒ ☆ ↓ ↘
Machine Gun Kick	
Disorderly Conduct	
Party Hearty	
Rock Your World	
Total Outrage	

Name	Command
Menace	↓
Menace to Society	↓
Menace to Society Double Kick	↓
Public Enemy	↘
Hunting Hawk	↗
Flying Eagle	
Spiral Tap	⇒ →
Dynamite Heel	↙
Ecoli- Righty	⇒ ☆ ↓ ↘
Spin Kick	↑
Super Charger	
Disrespect- Righty	
Disrespect-Left	During Disrespect Righty
Motion Switch	During Left Flamingo
Left Flamingo Faint	During Left Flamingo → ☆
Left Flamingo- Left Punch	During Left Flamingo

MOVE LIST

Name	Command
Left Flamingo Right Punch	During Left Flamingo
Left Flamingo Step Kick	During Left Flamingo
Left Flamingo Cutter Right	During Left Flamingo
Left Flamingo Cutter Left	During Left Flamingo
Left Flamingo Snap Kick	During Left Flamingo
Left Flamingo Snap Spin Kick	During Left Flamingo
Left Flamingo Rocket Launcher	During Left Flamingo
Left Flamingo Kick Combo	During L. Flamingo
Power Blast	During Left Flamingo
Left Flamingo Back Dash	During Left Flamingo
Left Flamingo Side Step A	During Left Flamingo
Left Flamingo Side Step B	During Left Flamingo
Left Flamingo Cannon Kicks	During Left Flamingo
Left Flamingo Step-In	During Left Flamingo
Motion Switch	
Right Flamingo Faint	
Right Flamingo Right Punch	During Right Flamingo
Right Flamingo Left Punch	During Right Flamingo
Right Flamingo Step Kick	During Right Flamingo
Right Flamingo Cutter Right	During Right Flamingo
Right Flamingo Cutter Left	During Right Flamingo
Right Flamingo Snap Kick	During Right Flamingo
Right Flamingo Snap Spin Kick	During Right Flamingo
Right Flamingo Right Kick	During Right Flamingo
Right Flamingo Stepin	During Right Flamingo
Right Flamingo Back Dash	During Right Flamingo
Right Flamingo Side Step A	During Right Flamingo
Right Flamingo Side Step B	During Right Flamingo
Pick Pocket	Close to opponent

Name	Command
Human Cannonball	Close to opponent
Bring it on	Opponent's left side or
Deadend	Opponent's right side or
Slaughterhouse	Opponent's back or
Reverse Throw	Back to opponent or
Door Mat	
Leg Hook Throw	
Roll & Choke	
Lower Dodge	(or) or or

COMBO

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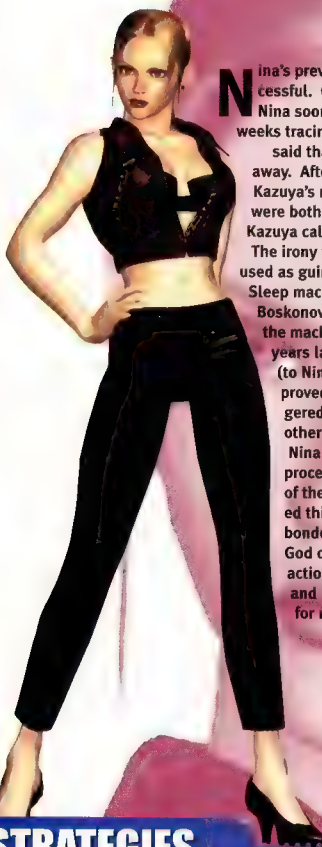
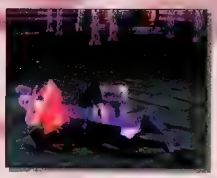
NINA WILLIAMS



Nina's previous tournament had been less than successful. Ordered to eliminate Kazuya Mishima, Nina soon forgot her primary objective, and spent weeks tracing down her wayward sister instead. It is said that their arguments were heard over a mile away. After the second tournament was over, Kazuya's men quickly surrounded Nina, and they were both lead back to Kazuya's secret base for what Kazuya called "an unforgettable experience."

The irony was soon apparent. Both the girls were to be used as guinea pigs in the first human testing of the Cold Sleep machine (series #2), developed by Doctor Boskonovich. The two sisters were sedated, dragged into the machine, and left in suspended animation. Nineteen years later, both of them were thawed... Thankfully (to Nina's admirers), the Cold Sleep machine proved to be somewhat of a success, as Nina staggered out of deep freeze with amnesia, but little other mental of physical problems.

Nina soon changed her demenor. The thawing process was created by the psychic wave motions of the God of Fight. Hehachi's corps had excavated this immense creature, and the being soon bonded with Nina's soul. A mere puppet of the God of Fight, Nina struggles to control her own actions, well aware of her own body's possession, and non-plussed by the whole situation. However, for now, she has been commanded to assassinate Jin Kazama. She must obey...



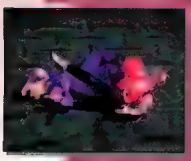
SILENT ASSASSIN

"I must obey my new master... He commands me to kill with a newfound relish... Beware, Jin Kazama... I'll use my thighs to crush you like a twig!"

Nationality: Irish
Fighting Style: Assassination martial arts based on some martial arts and Aikido
Height: 161cm
Weight: 49kg
Age: 22

Blood Type: A
Occupation: Ex-assassin
Hobby: Retracing memories
Likes: Unable to remember
Dislikes: Unable to remember

STRATEGIES



The succulent silent assassin is back! Elegantly returning from a chilly beauty sleep, this Irish Aikido eye-snatcher's perfectly pouty puss has avoided the devil of age's touch, thus remaining unwrinkled and tight for another exhausting competition. Hibernation must be a good thing (I'm signing up for a cryo-vacation tomorrow) because not only has naughtier-than-nice Nina kept her remarkable skills up, but incredibly, she has added a few more politician silencers to her ever-so-toned bag o' tricks.

Her useful skills in the previous Iron Fist battle Royale have remained an essential part of her assassinating arsenal for this contest. The "Blond Bomb" has always been, along with her bone-rearranging throw combos, move that sets up her whole strategy. The "Geyser Cannon Combo" helps make the double-B even more of a threat since it can lead to even more life-loss and strikes low then middle (with Old Faithful results). The "Flash Kick to BB, " "Double Explosion," *et cetera* are powerful pressure combos that end with the BB or can be changed to take advantage of a fearful opponent's tendencies (e.g., changing to the "Creeping Snake" combos or the "Jailcrusher" combos).

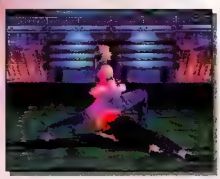
Her throw combos (or just the crouch dash motion preceding the first strike), and reversals are useful against scrubs and experts alike (although elite experts can break out of the throw combos and reversals [hitting F+LP+LK or F+RP+RK at the time of reversal]). The throw combos are set up by the BB, her punch combos (e.g., her "Ten-hit combo"), "Jab to Mid Kick," "Forward Flip Kick," and some of her new moves. Change the combos you do (and their length) or you're opponent will break out. Ego-busting reversals are great, catty antagonizers that force most victims over the emotional edge and create wins as a matter of course. But now you must choose your reversals wisely because they can be broken by ace players.

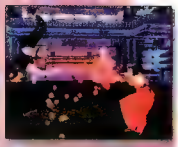
The new moves that were dreamt-up in peaceful cryo-genic slumber are very useful and truly make Nina a *femme fatale* without equal. The sidestep BB, the "Spiral Explosion," is my new love and is devastating to almost any person's strategy; especially when coupled with her other sidestep moves and side-throws. The nasty "Bad Habit" move is more than an amusing way to get out frustrations for the female *Tekken* players, it is an effective fighting technique with good range and an unusual appearance. Last, but not least, is the sleeping character move (since it's shared with Yoshimitsu) "Evil Mist"; an additional way to change up your crouch dash teasing and treachery.

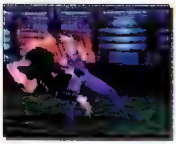
MOVE LIST

Name	Command
Left Right Combo	
Blonde Bomb	→ or ⇒ ⇒ or while standing up
Bermuda Triangle	[ ]
Jab Roundhouse	
Double Smash	
Jab-Sweep	
Forward Flip Kick	or ⇒ ⇒
Leg Slicer (Combo)	
Flash Kicks	
Uppercut Jab	
Can Opener	
Jab to Mid Kick	or while Crouching
Running Jump Kick	⇒ ⇒ ⇒
Power Charge	or to cancel
Sit Spin to Right High kick	or
Jail Crusher	[ ]
Left High to Right High Kick	
Jail Crusher to Uppercut	[ ]
Double Explosion	[ ] →
Double Explosion	[ ] →
L&R Low Kick	or
Geyser Cannon	
Slicer	
Geyser Cannon Combo	
Right Backhand Body Blow	
Spike Combo to Rt. High Kick	
Spike Combo to Rt. Uppercut	
Spike Combo to Rt. Low Kick	
Creeping Snake (CS)	
CS to Left Low Kick	
CS to Left High Kick	

Name	Command
CS to Right High Kick	
Shakeshot	During side step
Liftshot	During side step
Flash Kick to Left Low Kick	
Flash Kick to Blonde Bomb	→
Blonde to Right Uppercut	
Blonde to Right Low Kick	↓
Blonde to Right High Kick	
Hopping to Low Kick to Rt. Uppercut	☆ ↓
Hopping Low Kick to Left Mid Kick	☆ ↓
Hopping Low Kick to Right High Kick	☆ ↓
Left Middle to Right High Kick	
Toe Kick	↓ or
Biting Snake	[ ]
Right Low Kick to Back Spin Chop	↓ or
Right High to Left Spin Low Kick	
Left Spin Low Kick to Rt. Uppercut	↓ or
PDK Combo to Right Uppercut	↓
PDK Combo to Right High Kick	↓
Left Backhand Bodyblow	←
Assault Bomb	→
Shut Up	
Twisted Mind	While opponent is down or
Bad Habit	↓
Wipe the Floor	During AoP
Slap	←
Double Slap	←
Heel Slicer	During side step
Panther Claw	→
Quick Panther Claw	⇒
Helping Hand	
Assassin Dagger	→
Spiral Explosion	During side step
Evil Mist	↙
Supercharger	
Arm Grab Flip	Close to opponent
Over the Back Toss	Close to opponent
Shoulder Through Buster (STB)	Close to opponent
Shoulder Through Arm Breaker	During STB
Triangle Hold	Close to opponent's left side or
Hammer Throw	Close to opponent's right side or
Reverse Throw	Back to opponent or
Leaping Triangle Hold	Close to opponent's back or
Counter Attack	Correspondent to opponent's attack or
Lower Dodge	[ ] or ↙ or
Elbow Smash	Close to opponent ↘
Jumping Flip	Close to opponent ↗
Back Hand Slap (BHS)	Close to opponent
Arm Snap	During BHS
Arm Break	During BHS
Double Arm Break	During Arm Break
Falling Arm Break	During Arm Break

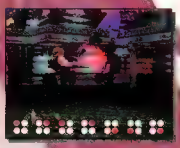






Name	Command
Triple Slaps (TS)	During BHS
Neck Crusher	During TS
Leg Stretch Arm Lock Hold	During TS
Crab Hold (CH)	Close to opponent
Heel Hold (HH)	During CH
Leaping Heel Hold	
Leg Cross Hold	During HH
Double Heel Hold	During HH
Commando Arm Lock	During CH
Betrayer	Close to opponent
Twisted Nightmare (TN)	During Betrayer
Leg Stretch Arm Lock Hold	During TN
Neck Crusher	During TN
Arm Breaker (AB)	During Betrayer
Double Arm Break	During AB
Falling Arm Break	During AB

COMBO



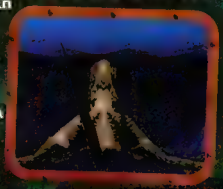
Tekken 3 ENDS. MegaFan will return with combos, and moves for the hidden characters in a future issue.

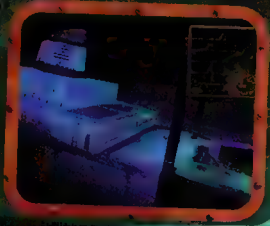
TREASURES OF THE DEEP

DIVE INTO THE BEST SUB GAME EVER!

Are you ready to take the plunge into the most amazing underwater title to grace a home console system ever? Well this is it. *Treasures of the Deep* is loaded with thrills, chills, and even oil spills. The game is as deep as the title claims with a cast of characters including hostile divers, enemy subs, mine-strapped dolphins, great whites, eels, lobsters, mermaids (ahh, yeah!), giant clams and squids. Of course no game would be complete without sunken galleons, underwater mines, earthquakes, whirlpools, Aztec traps, and a bit of treasure, right? The game's 12 levels all have completely different and distinct backgrounds along with music on the scale of an underwater operatic extravaganza.

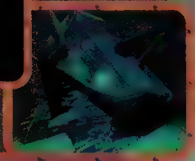
It is impossible to go over all the features of this Playstation prodigy in the space allotted, so we have decided to cover just the first level "The Wreck of the Concepcion." The following is an excerpt from our *Treasures of the Deep* Strategy Guide. Within the next six pages, you'll be introduced to just some of the many underwater entities and dangers along with helpful strategies to walk you through the level. If you like what you see, then pick up a copy of the game to experience 11 more levels of danger, treasure, torpedo-packed excitement, and many secrets as well.



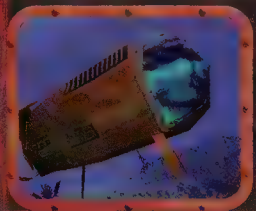


WRECK OF THE CONCEPCION

In 1641, a brutal hurricane sank the Spanish galleon Concepcion just off the coast of Puerto Rico. She went down with a wealth of Vatican gold and religious artifacts making the site a target for underwater pirates. Your dive objective is to retrieve the ruby-studded vatican cross and destroy all the pirates' cargo subs. This region is home to the hammerhead shark. Use your nets to keep them at bay.



PUERTO RICO TRENCH-SHALLOW CLASS

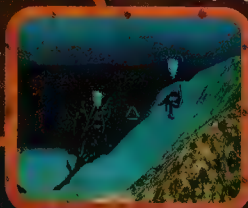


Your two mission objectives are to eliminate all the pirate cargo subs and recover the ruby-studded Vatican Cross. Each red blip on the overhead map represents a cargo sub. Once you turn those pirates into fish food, the solitary blip remaining will be the Vatican Cross which resides in the hull of the sunken galleon Concepcion.

STRATEGY

So how do I get cash?

Well, for starters, the first level is loaded with treasure chests worth $8,000 apiece. Collect all of those and you'll quickly be on your way to a down-payment on a bigger and better sub. The pirate cargo subs on this level each hold one treasure chest, and there are a few chests scattered about the level near the ground as well.



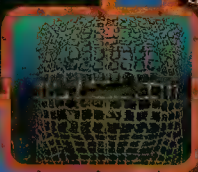
After that sleepy training level, you're probably ready for a torpedo launching, shark infested mission, right? Well you're gonna have to hold that thought for a couple levels until you get yourself a better sub. To do that, you'll need some cash because your Navy SEAL pension is quickly running out.

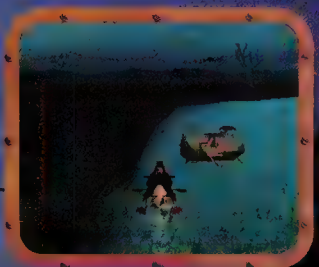
Your first mission will get your knees wet as the guys at **UMA** slowly introduce you to the underwater mercenary environment. As stated in the Mission Briefing, your dive objective is to eliminate the bad guys and recover the Vatican Cross. Your enemies on this level are not too dangerous, so use this mission to get yourself closely acquainted with the controls of your sub and weapons. After the first two levels, you won't have much time to train because the tasks will become progressively harder, faster, hair-raising, and dangerous.

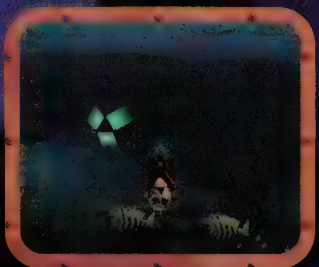
Despite what the mission debriefing narrator says, your real dive objective in this mission is to earn money. It is impossible to go through the game with the USN-R1. The armor, payload, and depth capabilities on it are simply too small. If you took a look at the other seven subs available for purchase before you started this mission, you can see that buying another sub can cost quite a bit. You start out with the USN-R1, 10 nets, and $10,000.

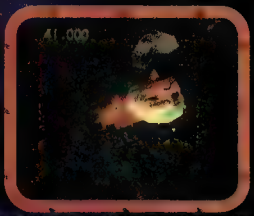
What am I supposed to do with these nets?

I'm sure your Navy SEAL background didn't train you in the proper use of nets, but they are extremely useful as a tool for snagging treasure and eliminating threats. The boys at **UMA** can also get you some extra cash for the capture of endangered species such as the marine turtle. Netting just one turtle on this level will earn you $3,000 immediately. You should always keep an eye out for them; they are swimming everywhere on this level. Apparently, the Puerto Rico Trench is the hot meeting spot for turtles at this time of year. You should easily be able to net at least 18 turtles by just combing the area over and over.

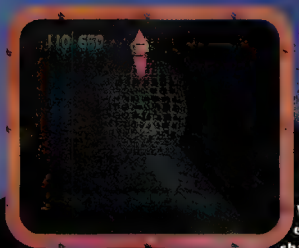


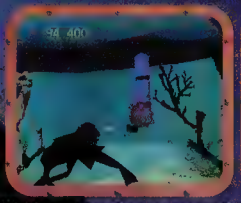


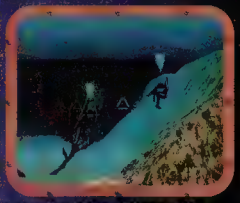




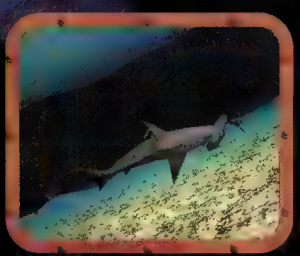
After establishing a solid lock-on (from not too far away), introduce the cargo subs to your friendly neighborhood torpedo and you'll be seeing gold flash before your eyes.

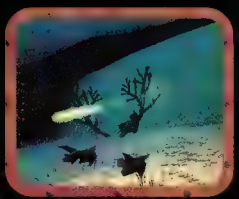






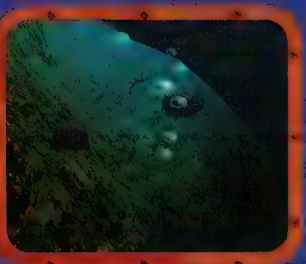
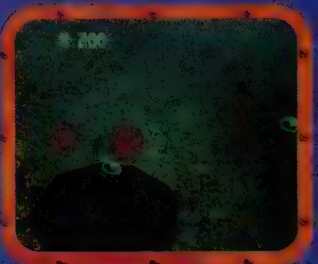
Watch your small sonar screen for any tiny blips. These will either be turtles or divers. Triangular blips will be lobsters, sharks, or jellyfish. Netting the turtles lands you extra cash, while netting divers and sharks is not quite as useful. You can get the same amount of money for killing enemy divers as you would if you just netted them. To reduce the enemy diver count by one, simply put him in your targeting triangle in first person point of view and harpoon away. After three or four shots he'll be a permanent fixture on the marine floor, and you'll be $750 richer. Eliminating enemy divers is a real necessity because in addition to them not harpooning your sub, they will each cough up an air tank and 4 torpedoes for you to play with. The extra air tanks will literally let you breathe a little easier, and the torpedoes will be needed for the pirate cargo subs. If you're into cruel and unusual punishment, you can shoot divers just once in the vicinity of sharks. The blood coming from their wound will attract the shark's attention, and well... you get the point.



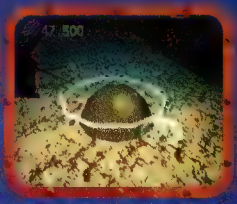


Although sharks are not actual bad guys, it is probably a good idea to eliminate them from this level so you can peacefully search the area for treasure chests and sea turtles. If you are a nice guy, simply net them to get them out of the way. If you are a not-so-nice guy, you can harpoon them just as you would a diver. Note, if you choose to remain a pacifist towards marine life, the sharks will have no second thoughts about making a meal out of you. Be warned that throughout the game, other underwater life will also be hostile towards humans.

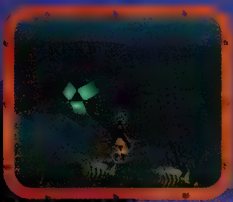
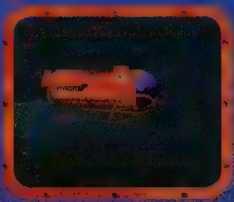
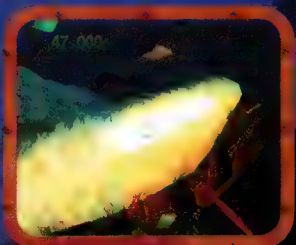
WRECK OF THE CONCEPCION

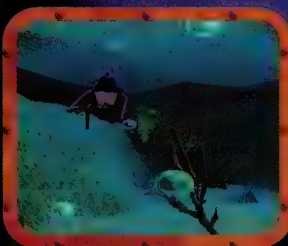
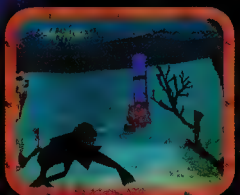
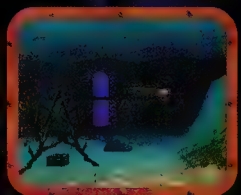
Jellyfish will sting you if you repeatedly run into them, so it's a better idea to let your harpoons run into them first. You'll be rewarded a miniscule sum of $100 for eliminating a jellyfish. The money is not as important as clearing your sonar of tiny blips so you can spot the turtles better. Jellyfish hunting is your last priority on this level, but if you've got time, knock yourself out.



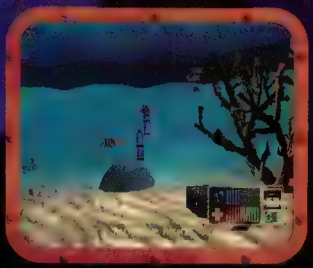
Before you get too trigger happy, realize that you cannot carry a chip on your shoulder towards everything that moves. Finesse and a level head are requirements for this mission. Watch what you shoot so you can sleep easier at night. If you start eliminating endangered species, that vocal conscience in the game will let you hear about it, and your hard-earned treasure will go towards paying off fines at the end of the mission.

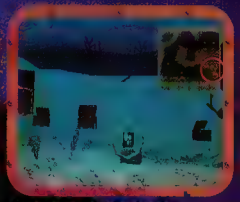
Be especially careful when launching torpedoes at a target such as a pirate cargo sub, because the exploding ship will be followed by a blast radius that damages anything nearby, including you. So keep your distance from ships before torpedoing them into Davy Jones' Locker. The cargo subs take one torpedo to destroy while the red submarines take three.

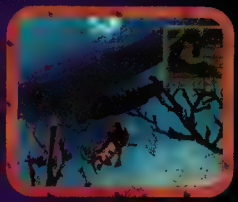




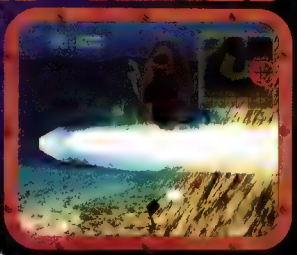
Running out of air should not be a problem for an experienced diver like you. If you find yourself running out of air, you are probably either not killing enough divers, or you are admiring the textures on the polygons for too long. Wake up and get moving!



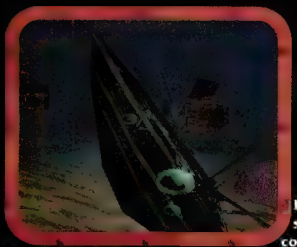
If your health bar gets a little too low, you'll have to start scouting the area for med-kits. These band-aids will help a little bit towards patching up any combat wounds suffered from harpoons and shark bites. The best advice is not to get hurt, because you don't start this level with any med-kits to begin with. Also, if you have a full health bar, still pick up any med-kits you see, because they will be added to your inventory for later use. The same principle does not apply to air tanks unfortunately, so do not pick up extra air tanks until they are needed (which shouldn't really happen on this level).

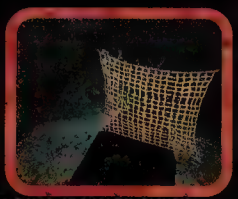




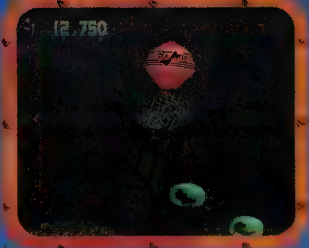


Finding med-kits leads to the second training point of this level: exploration. The Wreck of the Concepcion is a very stress-free, kick-back and 'enjoy the guitar strumming tunes' level. Take this time off to master your sub controls such as strafing (L2 or R2) and maneuvering up and down (L1 and R1 simultaneously or L2 and R2 simultaneously). Once you've got the controls down, explore your surroundings. In addition to finding treasure chests and power ups, you may find a secret or two. There are many items hidden either on the ocean floor, inside of ships, or up on ridges. Leave no part of the large overhead map unexplored. You will need to find hidden items if you want any hope of succeeding in later missions, so work on your exploring while it's easy. The first level is loaded with goodies to grab. Most of the secrets on this level can be found either on top of ridges or near the ocean floor. There will not be anything to see near the surface except an occasional diver or turtle, and these show up on your radar anyway.



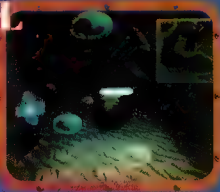


In your underwater travels, you may occasionally spot sunken ships. You think these ships sank with nothing inside? "Of course not, just send a torpedo their way or a couple harpoons to the hull, and their contents will be revealed." The sunken ships in this area apparently were fishing vessels with cargos of nets.

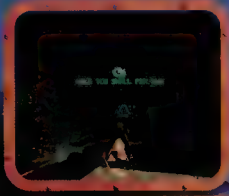


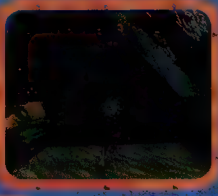
Additional nets are always useful. They can be used on the anchors of these sunken ships, since UMA knows collectors who will pay $4,000 apiece for each anchor returned to the surface. Lobsters and lobster traps can also be netted for $750 and $1500 respectively; however, they are not as valuable as netted turtles or anchors.

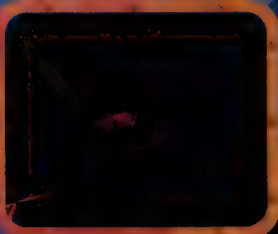
BOSS - GIANT MORAY EEL



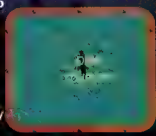
Once you've completed your first mission objective (eliminated all the pirate cargo subs that show on the large overhead map), you will see the whereabouts of the Vatican Cross. It is located inside the Concepcion, so head towards the large blip on the radar. When you get there, you'll notice that a rather large eel has decided to take permanent residence at the entrance to the ship. You will have to evict this squatter by either a steady barrage of harpoons or six torpedoes to brush his teeth with. It shouldn't be too difficult. When that large obstacle is out of your way, enter the ship and grab the riches within.







Inside the ship, you'll be disappointed to find that your one-man sub is too large to squeeze into the room housing the Vatican Cross. So you will have to get off your sub (don't be lazy) by hitting all four shoulder buttons simultaneously. From there, swim into the room and grab the Cross. At that point the mission should be over, and all that's left to do is return to the surface and celebrate! Congratulations on passing your first real mission, but your work is not over yet. Notice that your funds are not quite adequate for purchasing that sub of your dreams, or even a secondhand Nautilus. We strongly recommend repeating the early levels of this game until you have enough funds to buy a new sub. Almost any sub is better than the USN-R1 because its payload is way too small. If you encounter weapons such as torpedoes or mines in later missions, you may not be able to pick them up and store them for later because the USN-R1 cannot carry too many items. It is a shame to pass up weapons because of a small payload. You do NOT want to be spending your hard-earned money buying weapons. Instead, you will have to save every penny you earn to afford some of the top-of-the-line subs out there such as the Devil Ray or the Viper.



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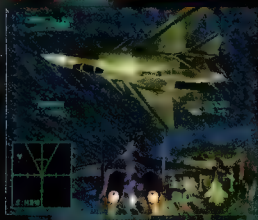
ACE COMBAT 2

Greetings, Commander. Welcome to the *Ace Combat 2* hangar. Inside this top-secret installation, you'll uncover top-gun winning tactics and strategies for four of the hardest missions in Namco's *Ace Combat 2* title. Read and digest the following most secretive information, and then take to the skies with increased confidence of your flying skills. Roger and out.

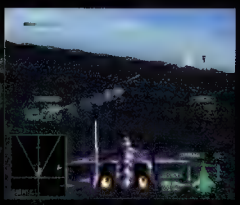
Attack on the enemy's assembled fleet. Because our carrier mobile fleet succeeded in breaking through the channel safely, our enemy has assembled their sea forces, and appears to have put a stop to our invasion with all their forces. We will not be able to avoid them since they are on our operation route. Get onto this mission immediately, and take them out. Target: The enemy's mobile fleet. We expect a powerful attack from the combined power of the enemy's sea and air forces. Be on your guard!

Our adversaries have put a stop to our invasion with a deployment of most of their sea forces into the area of our concentrated movements. This has created a standoff. You will aid us in the creation of a pleasant resolution to this conflict in our favor. This is an enemy heavy mission, and you'll receive gunfire from all sides, but we have confidence in your performance and history of success. Your all-around abilities will be severely tested even if you decide to hire aerial assistance. Fight hard!

1 Friends forever!



Obviously, in an operation such as this where the theatre is so deep with enemies at different heights, a friend can be of incredible aid in this volatile and hostile environment. For this mission I recommend the sharply attired "Slash" for a pilot pal. His jacket says it all; this man comes to finish the business he starts. He flies a Su-35 when ordered to engage in mechanical combat with the common enemy, and slips his leather jacketed physique into a plush F/A-18E when following the instructions to fire upon the floating fleet of fiends. Staying near your wingman may help you make it out of this mighty mission alive, for those of you who can't fend for yourselves alone.



2 Looney loops!

Flying against the planes, now that we're in the last few missions, can be very trying if you don't know a few techniques by now. The first is leading a turning bogey with your plane's tip when you fire a missile. The missiles come from the bottom of your plane's wings so it's best if you have the tip of your plane's nose above your intended target; but against a plane that is turning so fast that you still can't hit him, you need something else. What you do is fly straight for a couple of seconds then turn, lead, shoot. This changes your line so that you're turning on the same path as your victim; which in turn gives you a better shot.

Another useful technique against the looping looniness you'll be victim to during this mission is the quick roundabout. This involves pulling into a loop while having the airbrakes on. As soon as your HUD flips over, let go of the brakes and keep looping. When you are level (although still upside-down) flip over so that you're upright again. This maneuver allows you to change directions about 180 degrees, in about four seconds.

3 Flush 'em down the toilet!

The main targets for this operation are the enemy warships and carrier in the region. These are no different than the weakly defended ships you slickly sunk in the past. Simply aim for the main section, named either "warship" or "carrier," and give 'em a little taste of what "monday missile madness" is all about. As usual, be sure to clean your backside prior to, or watch your rear while, making an attacking approach on the feisty fleet you've been sent to ruthlessly sink, or you'll be the one taking a dip after a missile smacks you where your eyes can't see. Fly sensibly, and don't be overly fancy. Your developing talent should allow you be able to terminate this part of the mission with no problemo at all.

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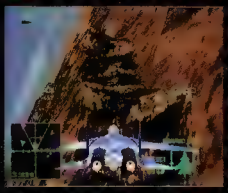
CAVALRY

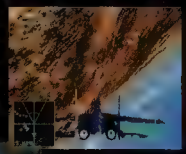
Rescue operation of the downed plane - Emergency! We have just received an urgent request to rescue a reconnaissance plane belonging to our intelligence division, shot down by the enemy while it was on mission. Our recovery unit is already on its way to rescue the crew, but the enemy is also sending a ground unit and an air-fighter unit. They want to retrieve our secret military codes on board the crashed reconnaissance plane. Take off immediately, and be sure to guard our recovery unit as well as attacking the enemy's ground unit. Target: The enemy's air-fighter and ground units. Our operation will fail if our recovery unit is unsuccessful or if the enemy ground unit reaches our reconnaissance plane first. Check out the situation and respond accordingly! Good luck!

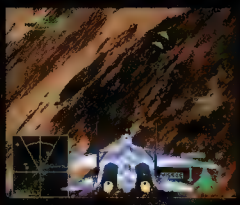
Lucky for us you're on-call all the time! A very bad, and potentially horrendous, situation is now in progress. A reconnaissance plane of ours was shot down by the enemy, who we didn't realize were in the area until too late. In response to the excited cry of distress we have sent a rapid recovery force to rescue the fallen unit, but this doesn't appear to be enough against the sizable force we've discovered the enemy has en route. We need a person with your success record and renowned skill to fend of the brutish attackers and thieves that are encroaching intimidatingly upon our injured, helpless bird.

1 A mad race to the plane!



The selection of a suitable plane for this mission is pretty important since you may need to get from one side of the map to the other in a frenetic, mad, stress-inducing dash. Your plane also needs to be strong enough to easily best the would be attackers of our ailing aircraft, and to be a reliable and trustworthy flyer. The planes that most recognizably fit the bill are the F-22, YF-23A, and the Su-35. I personally prefer to pound powerfully upon opposing pilots' pusses with the pristine Su-35 "Plane of perfection!" This is due to its surprisingly high mobility, coupled with overall equal ratings to the F-22 and YF-23A. But, the final choice is entirely yours to make.

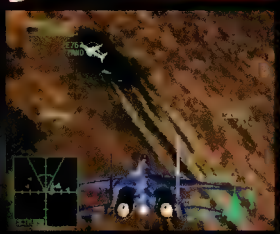




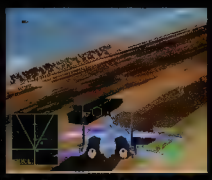
2 Helicoptifragoliciousespialidocious!

As you begin the operation, you'll be faced with two Su-25s; down these craft quickly. They are horribly non-evasive, and will be easy targets. Next, as you proceed forward, will be a series of MiL-24 helicopters. These helis fly low to the ground so be sure to look down as you come up on their radar signature. One missile is all that's needed to do the job on each helicopter; your only worry is not hitting the ground accidentally. It's important that our units survive so keep circling and attacking until all the copters are scrap. Now head toward the downed plane, and the enemy units heading toward it. Don't go after the MiG-31s unless there are no opposing military vehicles threatening the downed plane, and you still should vary from your chivalrous quest unless you have an easy shot at a MiG-31 (which require 3 missiles to eliminate by the way).

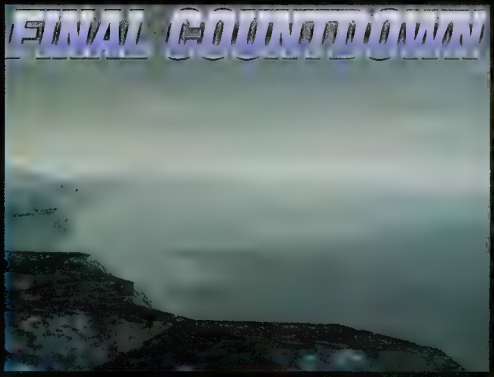
3 Tons and tons of tanks!



Next you will pass up the downed plane, being sure to pass low so the crew knows someone is there to protect them. Your next adversary is a row of thunderous tanks, slowly rumbling toward our prized possession. These tough little beasts can take up to three missiles to destroy (depending on the strength of the aerial weapon you're masterfully piloting); so multiple passes will be necessary, guaranteed. Watch for the attacks made by the enemy tanks, because eventually, enough of those shells will enter your plane's metal belly to send it earthward belching smoke and spitting flames. Artillery indigestion cannot be recovered from! Finally, if you've taken too long to get to the plane or our ground support, a warning will appear on your heads-up display. Immediately check your long-range radar and respond accordingly. Now go and save the day!



FINAL COUNTDOWN

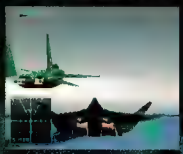


Breaking through the enemy's last defense line - Your last mission of Operation "B"ELLISSIMA is to break through the enemy's fighter unit and their sea force. This is their last line of defense. Our enemy is investing an unprecedented number of units in this operation. Extremely heavy resistance must be expected. It's going to be rough, but we can do it! Target: The enemy's defense unit. A fierce battle is anticipated, but when we manage to break through, their headquarters will be well within our reach. Good luck! We're counting on you to wipe 'em out!

Well you heard the man, get in there and do your dangerous duty. This is the finishing-up phase of the war; our opponents are on the ropes with knees-a-wobblin'. We can't choke now; it's time to knock them out for good! This is an arctic operation which makes the landscape easy to maneuver in, freed from the worries of some unexpected mountain range sneaking up on you during some loony looping technique. The pilots present in this theatre are rated "top gun," so be sure to psyche yourself up before taxiing out onto the runway; you're in for quite a test. And this frozen wonderland will be your introduction to their bomber the XB-10, which is as unique as it is enormous, affectionately nicknamed the "Big Bad Mama!" Don't let the BBM fly long enough for you to see what unearthly creation this evil monstrosity gives birth to.

1 Bringing out the big guns!

I strongly recommend, actually I implore you, to take on a wingman for this battle against our increasingly desperate and volatile adversaries. This theatre is filled with the best ranking pilots in their rapidly depleting barracks. Of "Top Gun" skill level, these aces are no jokers, and once they spot a card of another suit they attack until their opponent has folded into a brilliant ball of strawberry light. More will be spoken of this danger later on, but now we must discuss who shall accompany you on this arctic combat cruise vacation.

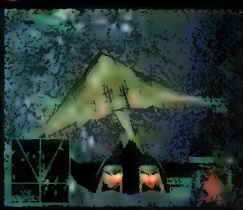


First of all, select elegant "Edge" for the job. Next make a judgement about whether you need help with aircraft engagement or in fleet sinking, and enter in the appropriate orders.

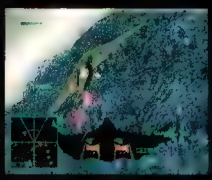
2 Let's get ready to rumble!

You are really in for a knock-down, drag-out fight in the skies above. A flaming, irate behemoth of a battle awaits you and your unknowing wingman. The precision pilots you'll be up against are exceptionally skilled at shaking and baking metallic fleas (such as yourself) off their tails; not to mention that the embarrassment of such a complete mental routing will hit you about the same time as their retaliatory missile does. Be prepared to chase bogeys like a starving wild beast, and have them try to escape better than any nature special you've seen. One of the new maneuvers is a stall turn where they angle straight up, and then cut power to all engines. This allows a bogey to turn 180 degrees almost in one spot. This can cause problems, but if you are following a victim as he does this, immediately unload two missiles in his general direction. More often than not he'll be stuck in his aerial ballet fanciness and be unable to evade. Against loops you can either follow (not really all that effective most of the time) or you can just make a tight turn and pounce on him as he comes back down (or up). Finally you'll notice your prey turning extremely fast (i.e., faster than you); all you can do is loop or make the tightest, insanely high g turn that you are able.

3 Now you've got 'em where you want 'em!



The targets of this laborious learning experience are the row of warships, the four formidable Su-37 fighters, and the XB-10, questionably named the "Big Bad Mama." The flying fisticuff techniques for facing off with the Su-37s was mentioned in the strategy before this one. In order to wade into the waiting warships you need a plan and a death wish. First, do not ignore incoming missile warnings! If you are hit by a missile, regardless of the source, you will probably plummet violently into the sea (or something much harder) below. Second, once the "warship" target on the seacraft is hit, any remaining targets (e.g., the missile launcher or gun) will be destroyed and you'll receive full credit when your pay is tallied up after the mission (if you make it that is). So make a single pass right down the vulnerable row of ships and blow them all with a single precisely placed missile. The XB-10 is no challenge at all; five missiles will rehabilitate this errant mother.



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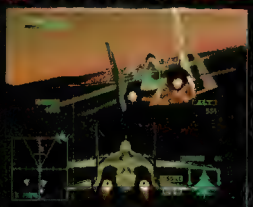
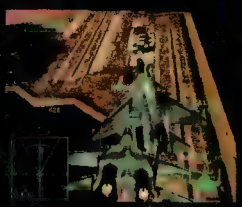
"Attack on the enemy's headquarters - My fellow pilots, we appreciate your excellent efforts to fight this battle through. With this operation, we will invade the bay city of St. Ark and will make a total attack on the enemy's headquarters there. Our last target is their central headquarters located deep within the city. Target: The air facilities, the port facilities and their headquarters. There is no question that the enemy will use all his forces to defend this city. We expect your best effort in this operation!"

We have finally managed to blast and fry all our enemy's defenses to the wayside, leaving only the headquarters standing ominously in our way to victory and celebration! This, the units congregating around the main headquarters, is the last line of defense the enemy is left with. You are one of the main weapons we've used against them so watch for pilots looking to take you out personally. After our great victory today, we will only be left with the task of picking up the smoldering pieces, and making sure that any other evil minds are learned about what will happen to them if they follow their demented dreams. Don't be scared now. It's our time to shine through the darkness our common adversaries have oozed upon this pure, pristine landscape.

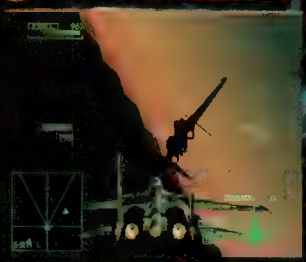
1 Be all that you can be!



As for the wingman, the choice of pilots is mixed depending on which order you plan to give out. If you want someone to swat the buzzing bogeys from your behind then hire the bug-stopper "Edge." If you want someone to get engaged to a few of the single enemy fighters, followed by a flaming falling-out, give your man "Slash" a buzz. Someone may be needed to provide security for the city; if so, then "Slash" has got the right stuff. But, you may really need someone to give the enemy ground units a strict, subsonic spanking. This need cries out for the motherly qualities in Miss "Edge."



2 The nasty little Su-37s!



The ornery aerial opposition in this theatre is very tough; even the best pilots will be hard-pressed to down all the enemy planes resisting our attack. The enemy's Su-37s are ESPECIALLY tough opponents. Even if you have a plane with extremely high mobility, these condor-looking fighters will out-turn you easily; thus making a dogfight with them a test in frustration, as well as aerial survival. You must master tight loops and other advanced dogfighting craftiness or you'll have to ignore the Su-37s as attacking them without such aerial agility is an exercise in futility. The command plane is much easier than the Su-37s in my knowledgeable opinion, so make sure to send him on a smoky sea cruise. Watch your fuel also. If you play aerial gladiator too long you will definitely run out of plane food. There are many targets, so try your best to make every missile count!

3 No turning back now!

Low altitude targets are amazingly abundant nowadays. In the mission before, the ground targets were too numerous to name, and now, in this theatre, we have an eerie repeat line-up of missile launchers, tanks, and machine guns. And, as the operation before, the surface scum are grouped together into a cesspool of war-ready armaments. This causes target location to be more difficult, and staying untouched nigh on impossible. The best you can do is remove the guns, and dodge the missiles from the tanks (until you can get a good shot at these also). The actual headquarters is formed inside a perfectly symmetrical ridge lined with towers (which are also targets of your mighty missiles) and tree-level terrorists in the form stationary artillery. In a few passes, assuming that the fighters have been buried or at least held at bay, the headquarters will be in rubble and the enemy will be ours at last!

Ace Combat 2 ends. Mission complete!

Castlevania
Symphony of the Night

The voices of the winds howl at me, encouraging my progress forward through the grove. Nature itself has been disturbed, a careful balance upset by the awakening of a force I thought I had destroyed. Was it not five years ago, I had slain my father to realign the balance? Was it not five years ago I had sealed off my cursed bloodline by remaining in an eternal slumber? Who has re-awakened me and why?

An owl sweeps by the trees, itself driven mad by the chaotic imbalance. Finally reaching a clearing, I see the disruption that has caused the unrest in my homeland. Like a black taloned hand of evil, it's towers stretch towards the clouds; a bastion of beasts of such evil, their tales told only by mothers of naughty children. Such tales invoke frightening stories of human pillage and sacrifice bathed in blood. Such irony that so much blood has been spilled for such evil.

Suddenly, it calls for me, like a genetic beacon luring me closer to the gates. Leaping through the air, past the gates and into the courtyard, I finally realize, I am home again... home to my cursed bloodline... home to all which is damned. I have returned to Castlevania, and with it my father has been revived. With sword and shield at hand, I say a silent prayer to my mother asking forgiveness for the unholy blood that will be shed to vanquish this place of all evil.

As one of the most popular installments in the history of video games, *Castlevania* finally sees the 32-bit light. *Castlevania: Symphony of the Night*, is the tenth incarnation in a long family which has seen life on every popular home console. *Castlevania:SOTN* boasts some monstrous levels, a plethora of enemies, some illuminating secrets, and legions of items. So, let us begin the first part of our two-part journey into darkness.

The Cast

ALUCARD - THE SON OF DRACULA

As one of the last vampires, as well as being a rare part vampire/human breed, Alucard sealed himself off from the world after he had teamed up with Trevor C. Belmont to slay his father Vlad Tepes, also known as Count Dracula, nearly a century ago. Re-awakened, he finds Castlevania has reappeared, and knowing that his father is once again alive, sets off to make up family amends personally with his sword.

COUNT DRACULA - LORD OF DARKNESS

Approximately 800 years old, Count Dracula is considered one of the supreme beings of power in the dark world. As Castlevania is supposedly reborn every 100 years, so is this dark monster. It is said that his revival is beyond his power, in that, he cannot help if humans wish to worship and revere him. He was most recently slain by Richter Belmont 5 years ago.

SHAFT - DARK PRIEST

The most recent summoner to resurrect Count Dracula is a powerful heretic priest name Shaft. Worshipping the powers of darkness, his ambition was to bring chaos and destruction to the world by reviving Dracula. His attempts were halted by Richter and Maria.

RICHTER BELMONT - VAMPIRE HUNTER

Richter is a descendent of the Belmont family of vampire slayers who have famously fought off each of Dracula's resurrections. Richter fought, and defeated Count Dracula five years ago, but has been missing for the past year.

MARIA RENARD - VAMPIRE HUNTER

Sister-in-law to Richter Belmont, Maria fought with Richter to defeat Dracula five years ago. When Richter disappears, she sets off to find what happened to him. After searching for a year, she finds that Castlevania has reappeared once again and begins her trip into darkness.

LISA - MOTHER OF ALUCARD

The mother of Alucard, Lisa was also a great doctor, and saved many people from the epidemic diseases that ravaged the country at that time. However, because of her "dark lover" she was labeled as a witch and burned at the stake.

DEATH - DARK ENTITY OF DEATH

Dracula's right hand and most trusted companion, he guards the castle from intruders. Trespassers learn the price of invading Castlevania when Death's sickle slices unerroneously.

Alucard's Special Techniques

In order to survive the dangers of Castlevania, Alucard must master the following abilities if he is to seal the ancient gates of his birthplace. The following special techniques can only be performed when Alucard has attained certain items.

DOUBLE JUMP

Perform with Leap Stone
Press jump twice

SUPER JUMP

Perform with Gravity Boots
Press down, up + jump.
(Can repeat)

SUB-WEAPON

Use items much like old Castlevania series. Press up + Attack

SPECIAL WEAPON ATTACK

Either a back, forth + attack, or a down, down/forward, forward + attack.

DIVING KICK

During Double Jump, press down + jump button

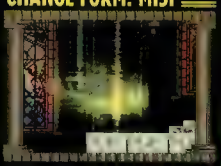
CHANGE FORM: BAT

With Soul of Bat, Alucard can change into bat form.

CHANGE FORM: WOLF

With Soul of Wolf, Alucard can transform into the powerful morph.

CHANGE FORM: MIST



With Form of Mist, Alucard can morph into a gaseous state of mist.

Alucard's Spells

As a powerful supernatural being, Alucard can call forth magical energies to perform various offensive and defensive functions. However, use your runic energies sparingly, as you drain a certain amount of MP (magic points) each time you cast a spell.

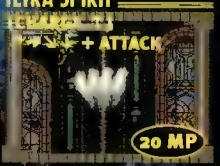
HELLFIRE

Alucard can teleport short distances and fire either three fireballs, or two large meteors (by holding up)

SUMMON SPIRIT

Summons a mist like spirit to attack

TETRA SPIRIT

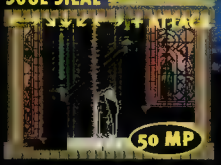


Summons four mist-like spirits to attack. Can help find secret rooms.

DARK METAMORPHOSIS

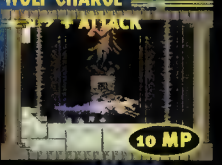
Heal HP by absorbing blood.

SOUL STEAL



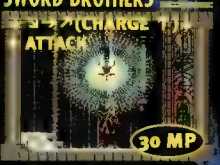
Steals life from nearby enemies. Can help find secret rooms.

WOLF CHARGE



In wolf form. Powerful charge attack

SWORD BROTHERS



With Sword Familiar. Summons all area sword attack.

WING SMASH

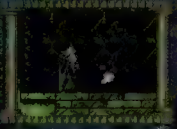
In bat form. Flying charge attack.

Inventory

Konami's latest installment of Castlevania features literally hundreds of weapons and items. Though some items are very useful, many of the items Alucard comes across are rather unnecessary. The following lists the most essential items needed, the coolest selection of weapons, and complete inventory listing.

ALUCARD'S TEN MOST ESSENTIAL ITEMS

GRAVITY BOOTS



Found in the top rooms of the main clock room of the Marble Gallery. Enables Super Jump

JEWEL OF OPEN

Bought from the Merchant for 500 GP, it opens up the glowing blue door for further exploration.

LEAP STONE

Enabling double jumping ability, it is one of the first items you'll need. Found at the bottom-left of the Castle Keep level.

LIBRARY CARD

The Library card allows you to automatically teleport straight to the Merchant. Can be bought for 500 GP.

LUCK DRUG

Found from enemies, Luck Drugs raise your luck, increasing your critical hit chances and rare item availability.

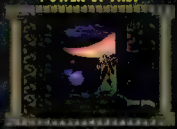
SOUL OF BAT

Found in the Long Library level, it allows Alucard to change into a bat.

SPIRIT ORB

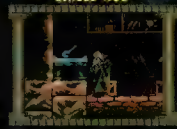
The Spirit Orb tells how much damage Alucard is dishing out. It can be located in the Marble Gallery.

POWER OF MIST



The Power of Mist extends Alucard's time in mist form. Found in the Castle Keep.

SHIELD ROD



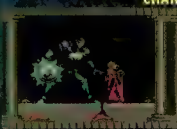
When used with a shield, the Shield Rod adds more flexibility to Alucard's attacks. Found in the Colosseum.

HOLY GLASSES

Found in bottom of the Clock room of the Marble Gallery level, these are important to get before facing Richter.

ALUCARD'S TEN MOST UNIQUE ITEMS

CHAKRAM



Flying frisbees!?! Actually, the Chakram are throwing rings that have good range and do decent damage. It's a rare item when you kill a Discus Lord in the Catacombs.

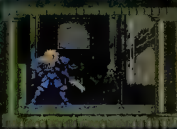
DRAGON HELM

The Dragon Helm is found in the Reverse Keep and is probably the best helm for offensive purposes.

MOONROD

A good weapon to start out with in the inverted castle, the Moonrod can fire out five crescent blades that do great damage. Found in the Reverse Antechamber.

FIST OF TULKAS

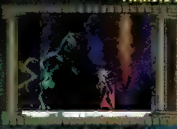


Part Ha-Do-ken, part Fist of the Northstar, the Fist of Tulkas is the most powerful of the glove-type weapons. It is a rare item of the Lion found in the Reverse Long Library.

MOURNEBLADE

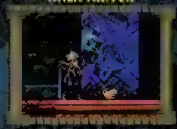
A very practical weapon, the Mourneblade takes life from anything you hit and transfers it to you. It's a rare item of the Azghal found throughout the inverse castle.

MARSIL SWORD



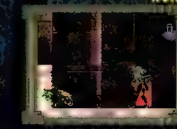
An awesome weapon with great effects, the Marsil Sword is a powerful flame weapon, which can take out a whole swamp of enemies. A rare item from the Fire Demons of the Necromancy Laboratory.

WALK ARMOR



Though not be the strongest armor at first, Walk Armor gains strength as you cover more area. Found in the Catacombs.

RUNESWORD



An incredibly powerful weapon, the Runesword has superb range and does excellent damage. It is a very rare item of the Dodo Bird in the Reverse Entrance.

YASUTSUNA

Perhaps one of the most powerful weapons in the game, the Yasutsuna is a two-handed blade that has unrivaled speed, allowing multiple hits. A very rare item of the Werewolves of the Reverse Colosseum.

SWORD COMPANION

Probably the most unique familiar, the Sword Companion is also the only familiar with a spell that Alucard can perform. Found in the Olrox's Chambers.

Weapons

Short Sword- common short sword
Red Rust Sword- Rusty Red sword (2 hands)
Tyrfing- cursed dark sword
Gladius- Sword of ancient Rome
Basilard- Basic short sword
Star flail - Flail with spiked balls
Orccurist Sword - Sword forged by elves
Badelaire - Power increases with gameplay
Combat Knife - Flat combat dagger
Tonfa/Nunchaku - Strikes enemy twice
Jewel Knuckles - Jewel reinforced knuckles
Holy Rod - Anointed rod
Bastard Sword - Hand-and-a-half sword
Falchion Sword - Norman curved sword
Takemitsu - bamboo sword (2 hands)
Sabre - light cavalry sword
Scimitar - single edged curved sword
Shield Rod - extra effective with shield
Alucart's Sword - resembles family's sword
Estoc - German Thrust sword
Morning Star - spiked iron club
Claymore - Scotch two-handed sword
Lahabu Ice Sword - Ice sword of Mim
Bekatowa - Plain, easy-to-use war sword
Moon Rod - Rod with lunar markings
Mormegil - Black sword - strong vs. holy
Osafune katana - Osafune-made katana
Glaumdring - sword forged by elves
Sword of Hador - House of Hador heirloom
Talwar - curved Indian sword
Shotel - Abyssinina curved sword
Alucard's Sword - Mother's family heirloom
Katana - Unsigned katana (2 hands)
Gram - The sword named Gram
Holbein dagger - swift upper diagonal attack
Marsil sword - Powerful sword of flame
Obsidian Sword - Two-handed obsidian sword
Demon Familiar Sword - Sentient sword familiar
Valmanve - shoots vacuum like swords
Yasutsuna - Yasutsuna-made katana (2 hands) extremely quick
Terminus Est - Poisoned executioner's sword
Masmune - Masmune-made katana
Great Sword - Great sword of Aubec (2 handed)
Gurthang - Gets stronger when bloodied
Stone Sword - May "petrify" enemies...
Rapier - long bladed thrusting sword
Runesword - flying rune-inscribed sword
Jewel Sword - Transforms enemies into jewels
Hunter Sword - Ivory handled hunting sword
Iron Fist - Owned by Karate master
Flamberge - Flame-edged sword (2 hands)
Enchanted Muramasa Sword - Magical Muramasa-forged katana
Sword of Dawn - Summons Dawn Warriors (2 hands)
Fist of Tulkas - Blessed by Tulkas the Valar
Knuckle duster- Iron studded brass knuckles
Mourneblade - Feeds upon enemy's souls
Remuria Sword - improves DEF..can be used like the Shield
Cutlass - Sword of the English Navy
Damascus sword - Fine sword honed to razor-edge
Chakram - Sikh steel throwing rings
Broadsword - simple mercenary's sword
Namakura - Poorly made sword (2 hands)
Firebrand - Fire sword of Oberon
Mace - Iron cudgel
Harper - harper
Thunderbrand - Lightning sword of Indra

Shields

RodFire Shield - shield with fire properties
Axelord Shield - Favorite shield of Axe Lords
Leather Shield - shield made from leather -low DEF
Shaman Shield - Shield used in magic rituals
Knight Shield - Armored knight's shield
Herald Shield - Shield with heart crest
Goddess Shield - Engraved with goddess image
Skull Shield - Shield with Knight's crest
Medusa Shield - Gorgon headed shield
Alucart's Shield - Resembles family shield
Alucard's Shield - Strong vs. all attacks
Dark Shield - Shield with dark magic powers

Limited Weapons

Bat Pentagram
Pentagram
Javelin
Magic Missile
Bwaka knife
Iron ball
Karma Coin
Shuriken
Flaming shuriken
Cross shuriken
Buffalo star
Boomerang
Flaming boomerang
TNT
Neutron bomb

Vials & Beakers

Green -
Shield potion (raises DEF)
Red -
Attack potion (raises ATT)
Blue -
Luck drug (raises LCK)
Orange -
Smart drug (raises INT)
Green- resist thunder
Purple - resist ice
Black & yellow - raises STR
Gray - resist stone
Black - resist dark
Orange - resist holy
Red - resist fire

Jewelry

Zircon - sell for money
onyx - Sell for money
aquamarine - Sell for money
garnet - sell for money
turquoise - sell for money
opal - sell for money
Diamond - Sell for money- doubles amount of hp recovered if absorbing blood
Mystic pendant - Increases rate of MP recovery
Bloodstone - Improves blood-healing ability
Secret Boots - discreetly increases height!!! YEAH!!!
Talisman - may absorb damage taken
Medal - +1 to offense/defense
Gauntlet - +5 to ATT
Sun Stone - adds 4 or 5 to all stats from 6am-6pm
Moon Stone - adds 4 or 5 to all stats from 6pm-6am
Necklace of J - +5 to defense
King's stone - +10 to strength
Nauglamir - defense +15
Staurolite - increases strength of the cross subweapon
Heart Brooch - reduces heart consumption
Ring of Arcana - increases rate of appearance of rare items
Ring of Ares - Confers strength of 24 men
Silver ring - needed to open lower clock room
Gold Ring - opens area below clock room
Duplicator - $500,000 item from the Merchant, makes one-time weapons limitless.
Lapis Lazuli - +20 Luck.
Gold Skull - +30 STR, +10 int., +5 luck, +5 offense, +12 defense

Headgear

Leather hat - keeps the sun out of the eyes
Circlet - looks great with Felt hat
Sunglasses - Kool looking shades
Ballroom mask - Mask used at a ball
Goggles - Comfortable eye protection
Felt hat - looks great with sunglasses
Velvet hat - wow! another cool hat that does nothing!!!
Bandanna - protects sensitive headparts
Stone mask - Ancient ceremonial stone mask
Silver crown - increases intelligence
Cat-eye circlet - Big HP restore by cat damage
Steel Helm - Standard adventurer's helm
Holy glasses - See beyond magical curses
Coral circlet - Immune to curses
Topaz circlet - restores HP by poison damage
Gold circlet - restores HP by holy damage
Ruby circlet - restores HP by fire damage
Opal circlet - restores HP by ice damage
Beryl circlet - heals HP by lightning damage
Dragon helm - frightens enemy, lower DEF

Capes

Cloth cape - well made but shabby looking
Reverse cloak - Dual colored reversible cape
Elven cloak - Perfect for forest camouflage
Blood cloak - Converts damage to hearts
Royal cloak - Gorgeous blue cape
Crystal cloak - Enchanted semi-invisible cape
Joseph's cloak - Select color [System Menu]
Twilight cloak - Black cape for vampires

Armor

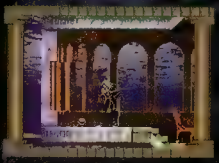
Cloth tunic - Simple tunic cloth
Alucart mail - resembles family's armor
Hide cuirass - tanned leather cuirass
Bronze cuirass - Bronze upper body armor
Mirror cuirass - polished to resist stoning
Iron cuirass - Iron upper body armor
Steel cuirass - Steel upper body armor
Healing mail - restores HP while walking
Silver plate - silver breastplate
Gold plate - Gold breastplate
Fire mail - Strong vs. fire-based attacks
Ice mail - Strong vs. ice-based attacks
Lightning mail - Strong vs. lightning attacks
Platinum mail - Platinum breastplate
Holy mail - Strong vs. holy attacks
Spike Breaker - Spike-breaking armor
Fury plate - DEF goes up when taking damage
Diamond plate - Diamond breastplate
Dark Armor - Immune to dark attacks
Armor of Light - Increases attack strength of subweapons
Alucard mail - resists fire, lightning, and ice
God's Garb - Strongest of all armor
Walk armor - DEF increases with map coverage

Common Trouble Points

If vampires did exist, they could easily get lost or stumped in certain puzzling places throughout the architecture of Castlevania. And though it would be nearly impossible to show every trouble spot in the game, the following pages demonstrate how to get through some of the toughest areas in Castlevania.

1. OPENING MAIN CLOCK ROOM

One of the most important rooms in the game is the main clock room of the Marble Gallery (1:1). From this main room, there are six paths to take, but a popular trouble spot here is how to open the bottom floor of the main clockroom. For this to happen, you have to get the Silver Ring from the Underground Caverns (1:3). From there, you have to go get the Gold Ring which is located in the Royal Chapel level (1:2), past the long hall of spikes. When you have both rings in possession, go back to the main clockroom and wear both rings. The clock will ring 13 times, and the hands will move stopping and pointing to the bottom of the floor. This is where you will get the Holy Glasses in order to properly defeat Richter.



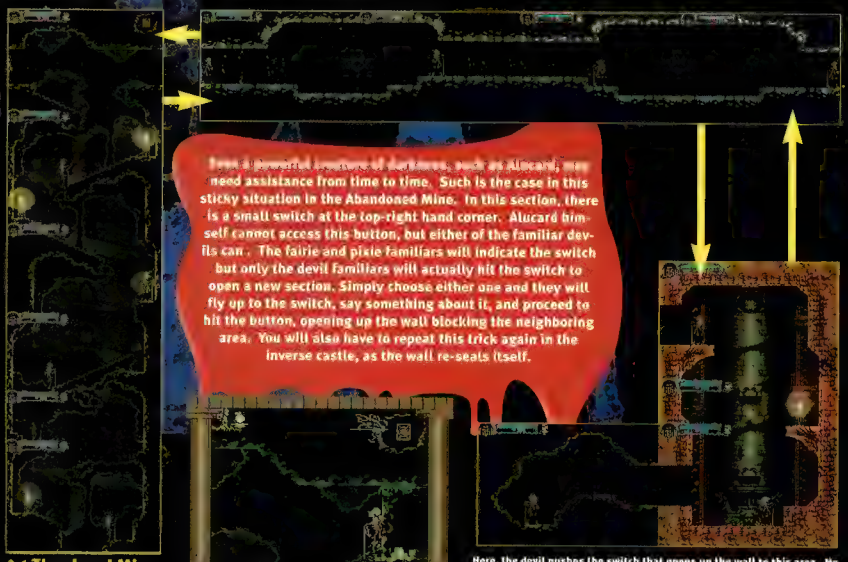
1:1 Marble Gallery

1:2 Royal Chapel

1:3 Underground Caverns

2. CATACOMBS SECRET SWITCH

Even a powerful creature of darkness, such as Alucard, may need assistance from time to time. Such is the case in this sticky situation in the Abandoned Mine. In this section, there is a small switch at the top-right hand corner. Alucard himself cannot access this button, but either of the familiar devils can. The fairie and pixie familiars will indicate the switch but only the devil familiars will actually hit the switch to open a new section. Simply choose either one and they will fly up to the switch, say something about it, and proceed to hit the button, opening up the wall blocking the neighboring area. You will also have to repeat this trick again in the inverse castle, as the wall re-seals itself.

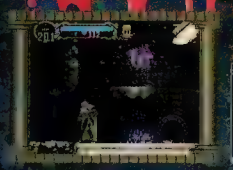


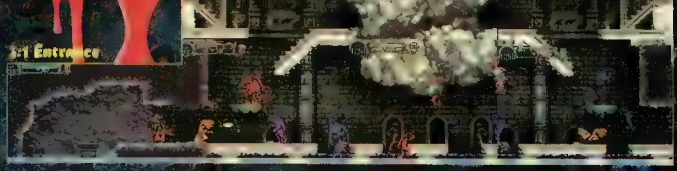
2:1 Abandoned Mine

Here, the devil pushes the switch that opens up the wall to this area. No special rare items are located here, but some useful limited weapons.

3. WATER ROOM SECRET AREA

At the very start of the castle, there is a secret room that is probably one of the weirdest rooms to open because you need to change between two forms. First off, the secret room is located at the bottom left corner of this Water Room, in the Entrance level. To open up this room, hit open the inside path of the rock formation in the middle of the room. Once both sides of the openings to the rock are clear, go back to the right side opening and change into bat form. Fly about halfway into the rock and then change into the wolf and walk out. The path to the secret room should open up now. Repeat this trick either in the inverted castle.



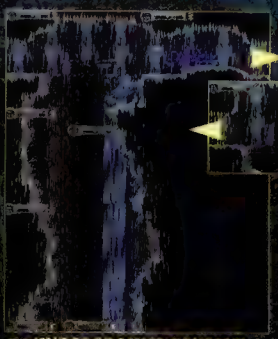


4. ROOM OF DARKNESS

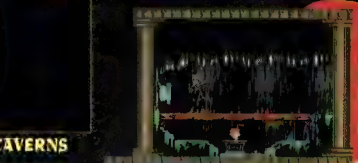
Though the room to the left may seem well-lit, this room, when first encountered, is very dark. As Alucard, you cannot walk into the room because of the deadly spikes that decorate the area. So, unless you have Power of Mist, one must turn into a Bat and use the Sonar to navigate through the spiked gauntlet. Of course, you need the Echo of Bat (found in Olrox's Chambers) in order to use the Sonar. Once you pass all the spikes, there is a long metal floor panel which will turn on the light in the room.

Turn into Bat form and use the Sonar to fly through the room without any harm. Once through, you will go through two long hallways that will eventually lead to the Spike Breaker armor. This armor will allow you to get the Gold Ring which is located in the Royal Chapel (See #1 Trouble Spot).

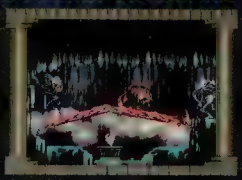
5. UNDERGROUND CAVERN BRIDGE SECRET

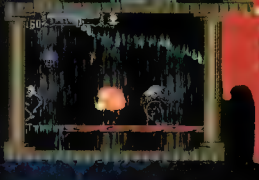


5:1 UNDERGROUND CAVERNS



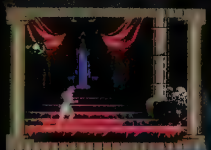
5:2 UNDERGROUND CAVERNS

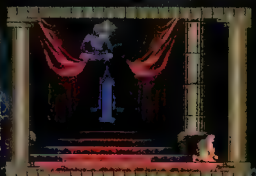




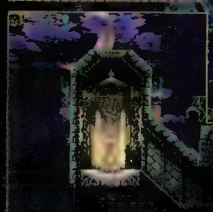
Caverns is the path to the Catacombs through the wooden bridge. Get to the top of the waterfall in the Underground Caverns and move to the room across from the waterfall. There should be a wooden bridge and a button on the wall. Pressing the button will release a Skeleton Ape that throws an explosive barrel, breaking the bridge. Return to the other wooden bridge right of the waterfall, where another Skeleton Ape is found. "Lead" him to the wooden bridge to open the path to the Catacombs

6. BATTLE WITH RICHTER BELMONT, VAMPIRE HUNTER



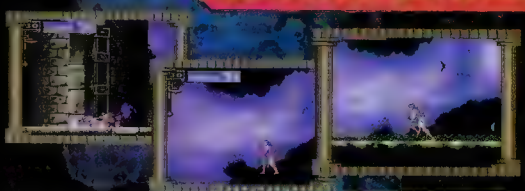


6:1 Castle Keep



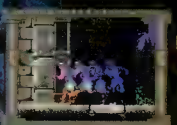
Richter Belmont (See Trouble Point #2). When you battle Richter, you will see a green ball floating around him. Use the spell Soul Steal and watch his jumping pattern; hit him out of the air when he jumps. After defeating him, you will see the priest Shaft and learn that Richter was being controlled by Shaft. Beat Richter without the Holy Glasses and your game will end, though it is not the true ending. Shaft will then escape, and then you will have to follow him to an upside-down version of Castlevania, with new weapons.

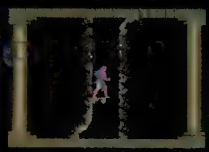
Secret Tricks & Bugs



For this trick use Richter once again, and immediately dash towards the closing gate. If done properly, you will fall through the floor and into a new area!! This new area has a save point and to get out, use Richter's Super Jump (down, up + jump) to get out. Are we done yet, you ask??? NO! This is only the first part of our coverage! Check out the next Megafan for part 2!! The insanity has only just begun!!

Here's a bug if I've ever saw one...first beat the game completely (yes, even the upside-down castle). Then start a new game with Richter (see our Code Zone section for more details). As soon as Richter appears on the screen, slide (down + jump) immediately to the left. You will now be outside of the castle! You can keep running to the left, floating across the moat and into the forest but you cannot go back into the castle. Hmm...whatever happened to foreign hospitality?!?

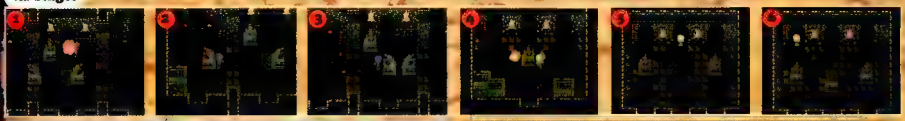




WILD ARMS

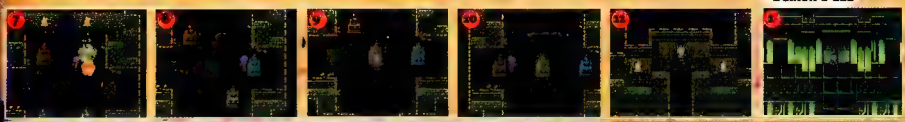
The conclusion of our fine *Wild Arms* strategy is finally ready for your inspection, oh weary adventurer! The fine talents of Blinky and Pauly have ceaselessly toiled in an attempt to provide you with tips, tricks but mainly strategies for the toughest parts of the game, including the dreaded Pandemonium dungeon complex!

Ka Dingel



•4-6 Put the fire out with Cecilia's vase and go up the middle path. Go straight up the middle in the next room and then to the left in the room after that.

Demon's Lab



•11 Right here, you obviously use Cecilia's tear drop to get through the

•1 Uh-oh, this door seems to be locked! What? You need a password?

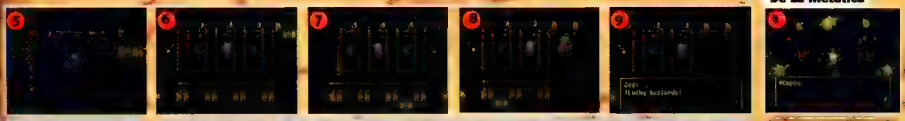
Gate Generator

•1-2 When Zed is sitting across the way here, use the grappling hook to get across. He will lead you through this door.

•1-3 When you reach the

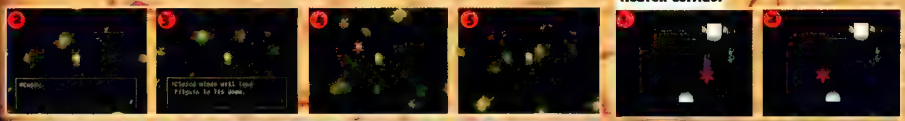
use Rudy's yellow scarab to get across.

De La Metallica



•1-2 When you come to the row of treasure chests...

Heaven Corridor

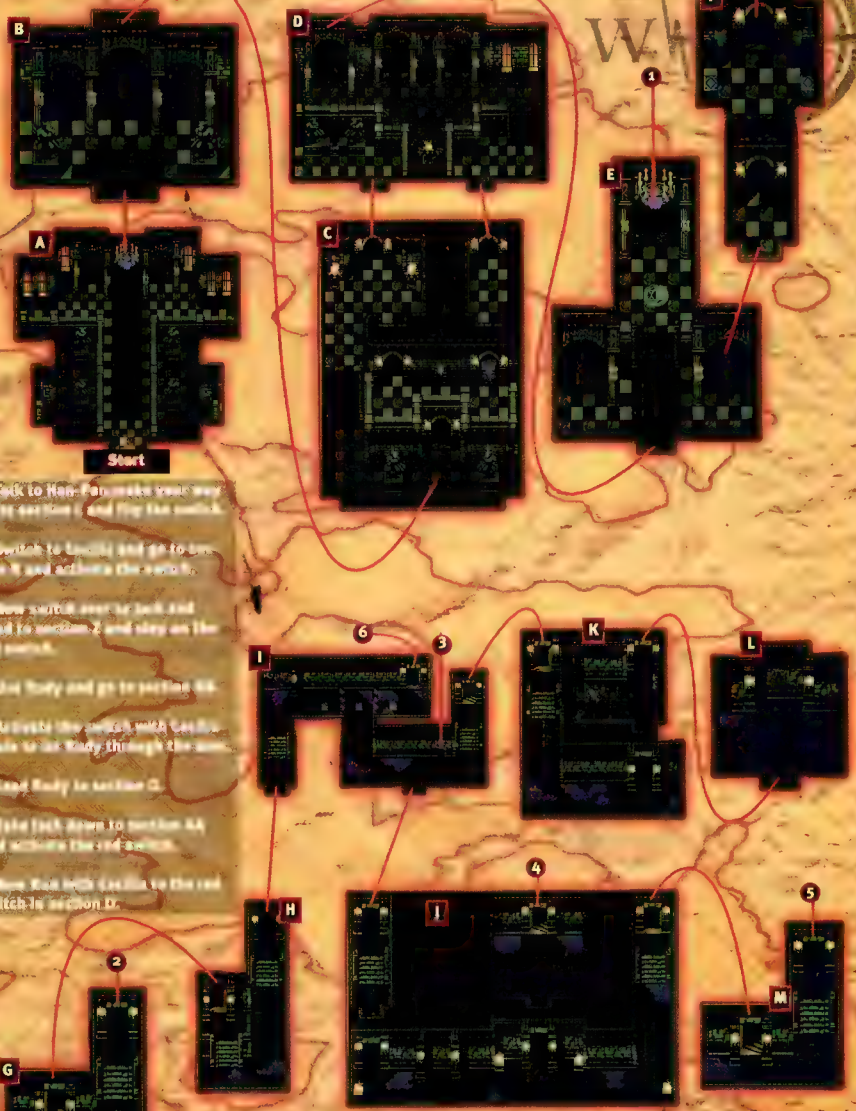


•1-2 In this little room watch out for the two warps that send you back to the beginning of the dungeon!

•8 In these rooms maneuver yourself so that you run into the the little floating diamond

Pandemonium

Pandemonium is probably the most bizarre and confusing dungeon in the entire game. With many switches and buttons to activate, you might go nuts trying to figure it out entirely yourself. There is more than one boss in Hell on this level, so keep your wits and HP up at the ready. By the way, this is the only level in the entire game in which you fully control Han-Fan!



- Talk to Han-Fan, make your way up to section C and flip the switch.
- Switch to Cecilia and go to section B and activate the switch.
- Now switch over to Jack and head to section Z and step on the red switch.
- Use Rudy and go to section AA.
- Activate the switch with Cecilia again to let Rudy through the door.
- Lead Rudy to section G.
- Take Jack down to section AA and activate the red switch.
- Now, Rush with Cecilia to the red switch in section Br.

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Ka Dingel

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For version A, step on the switch below to the left, then make your way down and activate the lever on the left. This will open up the door in the middle.
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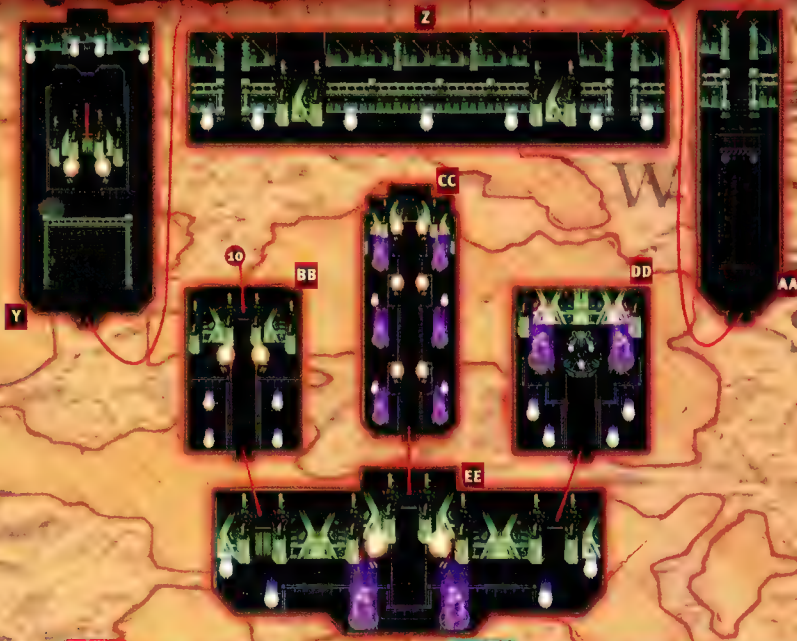


Red Warp

Blue Warp

Wild Arms ENDS. Praise the Lord, and pass the ABM on to your friends. It's cool!

Ogre Battle

There are eight different endings in Ogre Battle that you can achieve, depending on how many of the artifacts and personnel you acquire. This game is all about the reputation meter and the hero's charisma rating. If either of these traits fall too far, then it will become impossible to reach the best endings, as well as obtain some of the items and people granted only to the most tactical of commanders. The rule of thumb is that, if your reputation meter isn't about 70% full by the sixth stage, then you should either restart, or accept the fact that you will probably not fulfill all of the games requirements.

Castle of Warren: The Beginning

The first level is a simple one. You will need to first go to the castle to talk to Warren, the magician. He will explain to you what is expected of a hero, as well as where you can locate Lans, your first recruit. Lans is located in the hidden town, on the NE island. On the way, you should liberate the roshian temple and listen to what the monks have to say. Once you have acquired Lans, return to the castle and do battle with Warren. When you defeat him in combat, he too will join your cause.

NOTE: It is not necessary to deploy Lans for this encounter, so save your units.

Sharom Border:

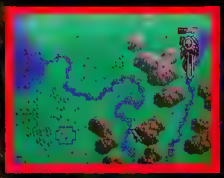
This will be your first test. Deploy all of your units and make your way toward the bridge to the south; this is where the bulk of enemy units will attack. However, it is important to leave one or two units behind, sending them due west across the water to the small cluster of islands. Several enemy units will try to cross this area in an attempt to capture your castle, so watch out. Don't worry too much about dead characters, you can easily replace them in town, or resurrect them in a temple cheaply.

ITEM: Travel to the island NNE of Vaina, to the temple. There you will receive the Star of Heroes. After clearing the stage, return to the towns of Valikesh and Fallsala, where you will receive one Gnomish Nugget. A man in Vaina will trade you undead rings for Books of the Dead, so return to him every time you find one.

Sharom District:

This stage offers you a chance to gain two recruits for the rebellion: Canopus and Gilbert. Again, most of the resistance will come up the road, from the SW, but enemy units will try and break through, over the water, with a few units. In order to obtain Canopus, you must first go to Bah' Wahl, where he is located. Then, travel to the hidden temple, west of the castle. There you will meet Canopus's sister, Yulia. She will give you the Wing of Victory, to take back to her brother. Upon seeing the Wing, Canopus will join. In order to recruit the stage boss, Gilbert, you must have Canopus face him in battle, so remember to return one of your units to base, so that you can bring Canopus' unit out. Listen to Gilbert's tale, after defeating him, and then answer "yes" to his question. Gilbert will now join you.

ITEM: In the town of Lenikan, you will receive the Moon Rose, an important artifact. Visit Lenikan before you complete the stage.



BORGNINE

Pogrom Forest:

The Pogrom Forest is where you will have your first run-in with the undead. It is very important that the majority of your units either contain healers, or have white magic weapons. It will also help to have Judgement cards, for their burst of white magic energy. This is a good stage to recruit neutral undead. The best place to find them is in the forested areas west of you castle. The bulk of the enemy troops will be following the river, through the mountains. During the course of this stage, you will be informed that there are three people you should be looking for. The first is the trader, Toad. You will encounter him a couple of times, in your travels. It is not necessary to deal with him, but he will trade sell certain items with you, that will be of use. The second person you should be looking for is Borgine. You can track him down in Diaspola. He, too is not an integral part of the quest, but he does have a Stone of Dragos, which will allow you to upgrade a beast-master to a dragon tamer. The third person you will need to find is Gizolfi. He resides in the Dalmuhd Desert and has the Gem of Doun.

ITEM: In the town of Poltorano, you will receive Mercury. After clearing the stage, return to Selshippe for the Quicksilver. Once you obtain the Gem of Doun, return to Selshippe for the Olden Orb.

Deneb's Garden: (chapter)

You can actually bypass this stage. Deneb's Garden is more for strengthening your army, as well as recruiting pumpkin heads, and raising your reputation. No tricky tactics here; just march straight down to the boss's castle. Mountain terrain units are handy here.

ITEMS: After clearing the stage, return to the boss's castle and receive a rotten pumpkin. You can use this to upgrade a pumpkin head.

ASHE

LYON

Slums of Zenobia: (chapter)

The boss on this stage is protected by castle walls. Unless you retrieve the termites, the only way to breach the castle is to send in flying units. You can obtain the termites by going to the hidden temple on the island that lies in the water, to the west. This is a large map, so watch your towns and temples! Enemy units will try and sneak in behind you, retaking liberated areas. It is in the Slums of Zenobia that you will recruit Ashe and Lyon. Ashe is imprisoned in the town of By' Roit, to the north, which is surrounded by a wall. Unless you have already used the termites, the only way to reach him, is with a flying unit. Lyon is located in Anberg, just south of Zenobian Castle. He will offer his services for a sum of money, but if you wait to recruit him after clearing the stage, you will get him much cheaper. The enemy units will fan out, on this stage, so watch your unguarded towns and temples. It is during this stage that you first learn of the Tablet of Yar.

ITEMS: After clearing the stage, return to Kal Roos and obtain the Key of Destiny. It is with this artifact that you will be able to convince Prince Tristan to join the rebellion. Tristan is located in Mallone and, once in the party, will enable you to return to Kal Rabs and obtain the Book of Good.

Lake Jansenia: (chapter)

THE DARK KNIGHT, GARES

Lake Jansenia is another stage that you may bypass, if you'd like. You will encounter a man in several towns who will feed you a bunch of misinformation about attacking the boss, Sirius, at night. Sirius is, in fact, a werewolf and is much stronger at night than he is in the day. Lake Jansenia features more undead and a host of evil enemies, so it is best to fight them with high alignment units, as well as Tarot Cards such as Sun, Judgement and Justice. Sirius is susceptible to these cards, as well. Watch for flying units coming due south from the castle. Don't leave those cities and temples unprotected, or you'll just lose them. The best tactics here, are to send your flying units east to liberate, then have them cross the water and attack Sirius from the south.

Island of Avalon: (chapter)

The island of Avalon is where you will rut horns with the dark Knight, Gares. Although there is an abundance of the blue stuff, water units are unnecessary; there is no strategical value in deploying them. The enemy's attack is straightforward, swooping down from the NE. You will want to send out mountain terrain units, and make sure to set up a picket-line defense... Watch the bridge just south of the town of Galyasa. Nestled among the mountains, is a hidden temple. It is here that you can recruit Aisha into the rebellion.

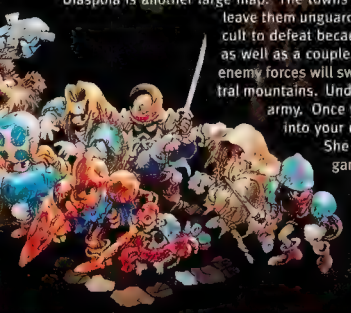
Kastolian Sea:

The Kastolian Sea is where you'll need to implement your water units. Not only will you need them to stave off the enemy advance, while your land units move, but they will be critical in recruiting neutral krakens and mermaids, characters that will greatly strengthen you water forces, for later skirmishes. The enemy forces will spread out to fight this battle. The main force still drives straight at you, from the NE, but flying and swimming units will make for any liberated areas that are to the west and SE. The Kastolian Sea is also important because it is the stage where you will obtain the sword, Brunhild. You will need a high reputation to get it, so if you don't have one, you should probably hold off on this stage until you get one. Brunhild is vital, because you need it to access Chaos Gates and recruit the 3 Knights. If your rep is really low, now is a good time to scrap the game and start over.

ITEMS: Brunhild is located in the hidden temple in the NW of the map.

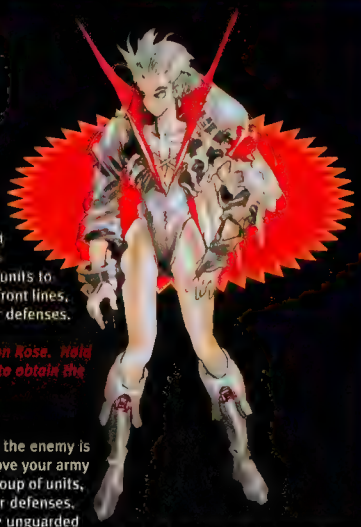
Diaspola:

Diaspola is another large map. The towns and temples are spread out, so you'll have to watch when you leave them unguarded. The boss on this stage is Norn, the cleric. She can be difficult to defeat because of her healing abilities, so make sure you have a Fool card, as well as a couple of offensive cards; the Tower and Devil are good choices. The enemy forces will sweep across the plains in the east, as well as through out he central mountains. Undead are vulnerable on this level, due to the large number of healers in the enemy army. Once you defeat Norn, you will have the chance to recruit her into your ranks. The key is not to kill her when given the option. She will become on of your most powerful units, as the game progresses.



ITEMS: In the city of Somyul, you will encounter a girl named Posha. She needs your help. Go to the town of Raloshel, in the west, and purchase a Golden Beehive. Have your Hero return, personally, with the Golden Beehive and she will thank you. Borgnine is currently in Anglem. He'll buy any Sentoul Demons for a good price.

Ogre Battle



Kalbi Peninsula:

This is Figaro's territory. A huge map, you are going to have your hands full, balancing between pushing forward and protecting your towns and temples. Having units that move on snow and mountains will be helpful, although not necessary. This is the stage where you will unlock your first Chaos Gate, located past the mountains, at the edge of the water, in the NE. Send your flying units to the corners to liberate the far-flung towns. Be sure not to commit them, in the front lines, because you'll need them to intercept any enemy units that break through your defenses. The stage boss, Figaro, will be waiting for you, at the end.

ITEMS: In the Zolnsten, you will encounter a magician who will buy your Moon Rose. Hold out for 50, 000 gold. After clearing the stage, return to the town of Rosetyn to obtain the Forest Pendant.

Balmorian Ruins:

The biggest stage so far, you're going to have to really pay attention to what the enemy is doing. Using strong air units as point men, move your army NW. Whenever the enemy launches another group of units, let them come to you. Don't risk opening your defenses. The enemy units are swift, and will retake any unguarded towns. The stage boss is Albeleo, who is immune to all magics. But, if you kill both of his minions, in one battle, they will not regenerate. Now when you battle him, he is vulnerable to physical attacks. While in the Balmorian Ruins, you will here stories of the great magician, Saradin. He is currently located in the temple west of Kannyate, trapped in stone. The only way to free him, is to use the Bell of Light. Once freed of the stone, Saradin will join the rebellion.

ITEMS: Obtain the Bell of Light in the town of Kalyao. After clearing the stage, return to the town, Sabar Fan, to receive the Platinum Medal from a monk.

ALBELEO

Valley of Kastro:

The enemy is going to come at you high, middle and low. Send a water unit and a flying unit up the middle. Park the water unit at the fork in the river, on the west side of the middle island. Use the flying unit to liberate the town of Geralabd and then warp a couple of units (preferable undead) to that spot, using 7 League Boots, and use it as a blockade. This will plug up the advancement of the middle group of enemies. Send three units north, across the river, and then have them work their way west, to the towns of Shafzab and Yangully. This will stop the upper attack. The lower front is weak, and requires little attention. The flying unit you send to liberate the southern towns will suffice in staving them off. During this time, you should start moving the undead units from Geralabd towards the boss.

In a temple SW of Geralabd, you will find Rauny. She is a powerful ally and will join your cause. You should dispatch her as soon as you get her, and have her lead the final attack on Ares, the stage boss. Finally, there is a Chaos Gate in the SE mountains.

RAUNY

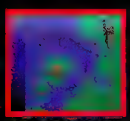
City Of Malano:

Malano is surrounded by a series of walls, with only a few openings. Only your flying units will be able to breach the defense easily. Other units will find themselves fighting tooth and nail for ground, trying to get through the entrances. There are lots of temples and towns to liberate, and the enemy is concentrated in the middle, so don't worry too much about losing control. The key is to have all of your units charge down the central road, and then fan out to hit the enemy. Prince Tristan is located in the town of Bel Chel. Your Hero must go in person, and have the Key of Destiny, in order to convince him to join the rebellion. The stage boss is Apros (see picture), and he is a master of black magic. This will make it tough for your angels and healers, so watch out. Sun, Chariot and Judgement are good Tarot Cards to use against him.

ITEMS: In the town of Mon Bizo, a man will ask you to exact revenge for him. If you agree, he will reward you with an item. If you visit the town again, after clearing the stage, and agree to help the man, again, he will reward you with another item. Visit the castle after defeating Apros, and you will find a book of the Dead (bring back to Valna).

APROS

OMICRON



CHAOS GATE

Antalia:

This straightforward map has the enemy coming directly at you, across the swamp. It will be slow going for your units, but no surprises are waiting for you, strategically. There are a lot of undead, so make sure you use your units that contain white magic weapons and healers. A hidden temple, by the fork in the river, SE of your castle, is the imprisoned angel, Yushis. Free her, and she'll join the rebellion. The stage boss is Omicron, and his minions are undead, so meet him with healers. It is helpful to have a World card, when facing him; his magic is powerful. There is a Chaos Gate located on the western island, just north of the mountain.

Antanjyl:

Northern Antanjyl is packed with hidden towns and temples. There are primarily low alignment enemies, so it is best to use healers and fight in the daylight. If you have Ray of Sunshine, use them here. Put your head down, and trudge forward on this map; it is slow going and doesn't require much strategy on your part. Galf is the boss of this stage.

ITEMS: After clearing the stage, return to the town of Loudo to receive Salamon's Urn.

GALF

Tundra:

Another huge map, the Tundra is a land of snow and ice. This is a good level to edit lines. Reshuffle your units to include ice giants and silver dragons. If you can, equip character that have physical attack, with fire weapons. Now you will have swift units with heavy damage capabilities. There will be skirmishes on the main road, but watch the mountains! The stage boss is Mizal. The fallen angel's story will unfold for you, as you liberate towns and temples. Although Mizal is, in essence, a good person, you won't be able to get her to join the rebellion, so don't bother trying. Like Mizal, the enemy units will consist, primarily, of high alignment characters, so don't bother using Sun or Judgement cards.

MIZAL

ITEMS: When liberating Ruskayah, you will be given a Flame Sword; liberating Mohaso will gain you an Egg of Wonder. After clearing the stage, go to the bosses castle and receive a Snow Cape, from the monk.

Dalmuhd Desert:

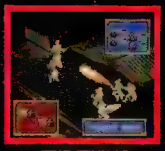
More misinformation abounds in the Dalmuhd Desert. Pay no attention to anything said for, it is either a lie or completely useless. All you need to do on this map is march towards the boss. Most of the towns are hidden in the deserts, with one in the NE corner and two more in the SW, near each oasis. The majority of enemies are ninja units with a collection of serpents, like zombie dragons, Tiamats and wyvrns. Movement will be difficult for most of your army, so utilize your flying units. The enemy attack will concentrate in the middle, near the lake, but several units will break off from the back and move SW and East. If you have already liberated the towns, then it would be a good idea to leave some units behind to guard them. The stage boss is the ninja, Prokion. He is a formidable opponent, but is susceptible to Judgement, Sun and Chariot cards.

PROKION

ITEMS: In the town of Allabarta, the magician, Gizolfi. Bring him the Quicksilver and in return, he'll give you the Gem of Doun.

Fort Alamoot:

The middle islands is where the battle will ensue. Water and air units will be your greatest asset, here. Since the battle will be concentrated, it is very important to watch for breakthough units. Most of the enemy's army is made up of high sky units, so they are fast. The boss of this stage is a pair of twins. The Gemini Twins are not as powerful, though, as the townspeople make out. In fact, with strong physical units, eliminating them is easy. You will be told that you should stay away from the pirates that abound on this level. You can deal with them, but your reputation will drop... but not that much. If you already have a high reputation, go ahead and deal with the pirate that you meet in Kumaya. At the south of the map, behind the wall, you will discover another chaos gate. In the temple to the SW, you will be told wher to find a witch that has some information for you.



THE TWINS

ITEMS: The first thing you should do is bring the Star Fragment to the town of Heskalon. The pirates in Kumaya are looking for Mulmy's Map, and will pay a good price for it. In Tekshiga, you receive a Beautiful Statue. Meanwhile, a wise man is looking for a Evil Statue, in Plinspar. If you return to Killiga, you can obtain a Black Orbus. Also return to Doun for a talk with the local wizard.

Rhyan Sea:

Despite the map's name, water units will do you little good here. The bulk of battle will be in the mountains, and on the road, up the eastern side. A smaller group of enemy units will attack from the western road. The corrupt Cardinal Randof is this stage's boss, and his army consists of a large number of healers. It is very unwise to dispatch undead units on this level. A Fool card is very important for attacking Randolf. The witch, Tarut, is to the east, in the town of Ramoto. Visit her.

ITEMS: In the town of Harmhel, you will receive a Sword. Tarut will give you the Gem of Truth when she sees that you have the Olden Orb and the Gem of Doun.

Shrine of Kulyn:

A very good stage for using water units; the more, the better. With little land to manuever on, Only your air and water units will be able to strike, quickly. Move both of these unit types out over the water on the eastern side of the island chain. Move your land units up the chain to the SW of the bosses castle. This should help you successfully contain all enemy units. Luvalon is the ruler of these parts, and is very susceptible to the Chariot card .

PARCIVAL

ITEMS: In Lon Loq, a thief will approach you. Answer "NO" to his questions and find out he is a monk testing you. He will reward you. After defeating Luvalon, you will obtain a Bizen Sword. Return to the castle, after clearing the stage, and receive the Grail from Parcival.

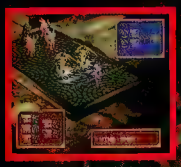
Fort Shulamana:

Here is another stage with tons of water that doesn't come into play. No strategic value is gained by controlling the water, so keep the reigns on your mermaids and krakens. Just cut across the mountains and hit the enemy head on. If you like, you could juice a couple of water units and send them out west, and then down, behind the enemy. With the help of your flying units (whom you should bring south, and then west) you may be able to make an effective assault on the boss. At the very least, you might be able to draw some attention away from the mountains, allowing your land troops to progress faster. Previa is this stage's boss, and should be met by a unit led by Prince Tristan.

PREVIA

Ogre Battle

ITEMS: Visit the hidden temple, nestled amongst the mountains in the south for an item. Also, you can obtain an Ivory Goddess in Orappa. After clearing the stage, a monk in Ochiwalo, will give you a Full Moon Stone for the Book of Myths. Tristan can obtain the Mystic Armband from Previa, after defeating him.



HIKASH

Xanadu:
This huge stage is where you will do battle with Hikash, and his minions of evil . You are going to want to complete this level quickly, so send out all of your strongest units, especially those with liches, undead and princesses. Do not liberate the towns! They are anti rebellion and will wreck your reputation. The beauty of this is that you needn't worry about enemy units taking back any territories from you. Just make sure to keep a reliable unit at home, to fend off any base attacks. Otherwise, just push forward... and make sure you are stacked with Joker cards and offensive Tarots. After you finish the stage, you can go back and liberate all of the towns and temples. The people, by then, will have seen the err of their ways.

Zeteginea:
The beginning of the end. A level made up primarily of ice, you should proceed much like you did in the Tundra. Freeing cities during battle is okay. It is a large map, so watch for enemy units breaking free. Keep an eye on both the western mountains and eastern roads. Go all out on this level and make sure you have sufficient Tarot Cards.
ITEMS: Do not buy a Book of Myths, in Haljaya. You will receive one for free, in Mislata. You will also get a Sentinel Sword in the town of Xeda

Temple Shalina:
This is it, so don't hold back. You will get hit from the SW; hard. The units are tough and primarily made up of beasties such as raven men, and devils. If you are tired of all of the bull, you can speed things up by sending a flying unit down to the town of Fanba. Then, warp your Hero and some strong units to that location. Then, manuever a flying unit in behind the castle. This will draw many enemy units away from Fanba, allowing you to move into a position to hit the boss. Actually, there's more than one. First you will encounter Gares, again. He isn't very difficult to kill. Neither is Rashidi, the second boss. Just make sure that you have a World and Chariot card. The tough part is when you come face to face with the "Ogre", an impressive beast with serpents for knees (?!) Have Emperor, World and offensive cards available. You'll need all you've got to kill him.
ITEMS: Hmmm...

Floating Island:
The four floating islands can only be reached when you discover their Chaos Gates. Since they hover miles above the surface of the land, only flying unit can move to each stage's outer islands. Something to keep in mind is that you can be bumped off the edge of the island, so make sure you don't lose or retreat with your back to the edge. You can use this as a weapon against the enemy, though. Always angle your attacks toward the edges- you'll knock them right into oblivion. It is also important to note that flying units that lose their flying characters, will plummet if fighting over the sky. The three Knights live on the floating islands, and all will join your rebellion, assuming that your Hero has a high charisma; reputation alone will not do it.

Organa:
Straightforward fighting, with enemy units in front of you, at all times. Fenril is the stage boss, and one of the three Knights. He is simple to defeat and will join the rebellion, once defeated. Organa is a good place to recruit neutral iron golems and dragons. They are located along the banks of the NE rivers. There is a Chaos Gate located to the far wester edge of the main island.
ITEMS: In the town of Ohbia, you will be given the Box of Salvation. Take the Tablet of Varu to the hidden temple in the SE to receive the Ginger Cake.

THE KNIGHT SLUST

Muspelm:
Another simple battle, from a tactical standpoint, simply march toward NW, allowing your flying units to veer off and liberate the towns and temples on the outskirts. The Knight, Slust, is the boss of this island, and should be met with fire-using units. There is a Chaos Gate on the little island south of your castle.
ITEMS: In Segejin, you will receive a Book of the Dead; in Chilfa, there is a Dream Crown waiting for you.

Shiguld:
You're going to have to pay attention on this map. All of your land units are forced to take the road east, due to the design of the island. This leaves the west side of the map (along with your castle) very vulnerable. While marching your ground attack east, hold back a couple of strong units and place them at the towns of Muwanza and Bujunbul. Station your flying units over the chasm, just north of these positions. Now you should be able to safely attack Fogel, the third Knight.

FOGEL

ITEMS: In the temple to the north, you will receive a soul mirror. If you fail to get Fogel to join you, he will at least give you a powerful sword. Toad is on this island and is looking for the Dragon Jewel, and will pay 70,000 goth for it. The jewel is located in Dallusa. Also looking for the jewel is a man in Dallusa. Go to him after clearing the stage and he'll give you an undead ring for it. In Mupan, you can obtain another Sentoul Demon. Obtain the Big Trophy in Bujumbul, after clearing the stage.

GARES

YULIA AND CANOPUS

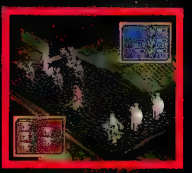
Shangrila:

The fourth island is Shangrila. Looked over by Gares, Shangrila is the biggest of the sky islands. There are two points to attack from: the east and the west roads. This is where the majority of enemy units will be, although you should watch out for the central lake area. Just hit them head-on. If Norn is present when you defeat Gares, then you will be able to recruit Debonaire into the rebellion.

ITEMS: In the town of Montrosa, you will meet up with Yulia, Canopus' sister. She won't join you, but you'll receive a quality potion from her. Return to the Temple of Shangrila with the Chaos Orb, Gem of Truth and Pearl of Power to receive the Tablet of Yaru. Now you can begin retrieving all of the Zodiac Stones.

Dragon Haven:

This secret stage is only accessible by entering the name Fireseal at the game set-up screen. You will receive a powerful party and then be allowed to travel north of Warren's castle, to the small group of islands called Dragon's Haven. Here, you will battle Albeleo for control of the dragons (see picture). A simple battle, just march north, along both coasts, and vanquish the evil forces. Many neutral dragons can be persuaded to join your party. This stage is not part of *Ogre Battle*, and you will not be able to utilize the units on any other stage. Only play this stage if you find yourself done with the quest and thirsting for more.



ZODIAC STONES:

To complete the game, you are going to need all of the Zodiac stones. You must have the Tablet of Yaru to obtain them (with the exception of the pearl), and each is located in a roshian temple or town. Here are the stages that contain the 12 Zodiac Stones:

Garnet:
Temple in the Slums of Zenobia

Amethyst:
Temple in the Dalmuhd Desert

Aquamarine:
Temple in Diaspola

Diamond:
Town of Ajan, in Shiguld

Emerald:
Temple on the Island of Avalon

Pearl:
In the town of Somyul, in Diaspola. Need the Ginger Cake

Ruby:
In the town of Sanbela, in Malano

Peridot:
Temple in Muspelm

Sapphire:
Temple in Shangrila

Opal:
Temple in Iansenia

Topaz:
Temple in the Rhyan Sea

Turquoise:
Temple in the Tundra

Ogre Battle ENDS

Q&A CHIEFCHAT

As another issue of MegaFan draws to a close, it is time to lie down, relax, and view the prose penned by some of our beloved readership. We've got the most hardcore *Suikoden* fan out there, some *SF III* gibes and general entertaining chitter-chatter from the minds of today's warped gamers. Should you wish to enter into the spirit of things, with your thoughts, topics for discussion, opinions, questions, art-work, your best game times, wish-lists and any other interesting material, then write away, right away! Stuck in a game? Post me a note, then! Want a game recommendation? Drop me a line! The entire MegaFan team is standing by, waiting for any question you fancy, so don't delay, write to the address below. Of course, to ensure a lively debate and a huge bulging sack of mail, MegaFan is offering a game of choice* to the most entertaining and interesting letter.

Now on with the letters...

Dear Q&A,

I really enjoyed the articles posted in the July/August edition of Megafan, especially the *Tekken 3* guide and the *Suikoden* Character List (which is EXTREMELY HELPFUL). Without it, I wouldn't have found Crowley, Fu Su Lu, Gon, Rubi, Pesmerga, or Clive. It's really cool to finally get those guys after so long. But I must say that you are wrong about a couple of things in the magazine (I'm not downplaying your article, you did a GREAT job.). It's just that I though the "Pretty Boy Attack" with Alen, Grenseal, and Flik was very effective. You said it was "amusing but not extremely effective". Plus, Gon, Kuromimi, and Fu Su Lu can have an effective "Kobod +1 attack" that you didn't mention. There was also a "Pretty Girl Attack" (I think that's what it was called). I did it before. It was with Cleo, Kimberly and Valeria (I think) but I'm not positive. I know I did it though. And Jabba doesn't come into the party until Level3 and Eikei at Level 40 for the main character. Just thought I'd let you know. But FANTASTIC JOB nonetheless.

Bevan Calo,
Via the internet

CH: Aware that the Suikoden guide was written, grabbed and designed by none other than Nick "2•Skoopz" Rox, I was more than happy ("heh, heh") to pass on your comments to the gentleman himself. And in a shocking turn of events, he stopped playing Street Fighter EX *long enough to pen this, er, interesting reply... Over to Mr Skoopz:*

2•Skoopz: The mighty grandmaster known as 2•Skoopz, second only to Skilliam "Skills" MacGregor, (and perhaps his protégé, Skills MacSkills) has once more taken the stand to dispense his own unadulterated, Milk 8.5-based brand of ridiculously hardcore information to the world. Let it be known that none is more skilled in the realm of Suikoden *than 2•Skoopz... none whatsoever. This tiny man, nay, tiny stallion known as "Bevan Calo" claims his might exceeds that of Der Skïllßful Zwei•Skoöpen. His audacity has no equal, and will be crushed by the sheer adroitness of MacSkoopz's otherworldly techniques, tricks, tips, training and tactics. Now, let's review this small man's offerings: Pretty Boy Attack effective? It's not. Perhaps the concept of pretty boys just stimulates this pretender to greatness, eh? There's infinitely more effective combined attacks, like the hero and Kai's Pupil & Master Beat. Why? Because El Dos•Scupaña says so. Next... Two combined attacks Tsu•Sukuupusu didn't mention?? Uh... Well, that's... that's because... Konami hadn't put them in the game yet! Right, right... Yeah, the, er, Skoopz couldn't have known about them, leaving his sterling reputation in the gaming world untarnished. Sure. Uh... next. Jabba doesn't join until Level 37? Eikei requires level 40, not 45? Uh... uh... no! 2•Skoopz makes no mistakes!! Not even inanely minor ones like these!! No... it cannot be! Can one truly be greater than the Skoopz!? Wait... I get it! Ha ha... yeah, yeah! There is no "Bevan Calo!" It's the man himself, Skills MacGregor, giving me a test in disguise! No wonder he surpassed Le Deux•Sceupé!*

Dear Q&A,

MegaFan is the best tips and tricks magazine out there. 1) I want to ask if there is any news on *X-men vs. Street Fighter* coming out for the PlayStation. 2) Is there also any way that Tobal 2 is coming out in the U.S.? You guys should make this magazine monthly instead of bi-monthly. Thanks for reading this letter.

Tim
Via the internet

P.S. Where can I e-mail my suggestions to the magazine?

CH: Thanks for the complement!

1) Regarding your queries, oh mystical "Tim", I can tell you that X-Men vs. Street Fighter *was scheduled for the PlayStation... in fact, it was announced at E3. Noticed I wrote "was". Yep, those sneaky bods over at Sega seem to have secured the rights to* X-Men verses Street Fighter, *and the Saturn version of the game should be out by the end of the year (on import, at any rate). From what ours sources tell us, the Saturn* X-Men verses Street Fighter *is exact, courtesy of that chunky piece of lovin' known as the RAM cartridge. The Saturn deal was done after E3, so I wouldn't be holding my breath for a PS* XMvSF *any time soon. You saw what happened to* X-Men: Children of the Atom...

2) Ah, the ol' Tobal 2 debacle... From various sources, I learned that Sony thought the fantastic Quest mode "too difficult" to translate properly into English. You know what I say? That's the lamest excuse I've ever heard. Apparently, Tobal 1 *didn't sell that well over here, and Sony/Square aren't that keen on relaunching a game with actual strategy, just under 200 playable characters and a Quest mode to die for... heck, I'd take the game without the Quest mode!* Tobal 2 *is highly recommended by all here at MegaFan and GameFan, and we're just gagging to provide strategies for it. Shame we'll never see it over here [sniffs], unless some insightful third party want to pick it up...*

3) Email suggestions? You just did...

Dear Q&A,

First of all, let me commend you on a job well done. This is the best video-game magazine out there right now, with inquisitive insights into some of the industry's best video games. Keep up the good work. Now onto the good stuff.

I'd like to make a few comments towards Matt Puskar's letter in your July/August issue. First off, I'm a devoted fan to the *Street Fighter* dynasty, and I fully understand Matt's opinion. But I disagree with him for the simple fact that Ryu and Ken define the word 'Street Fighter'. I agree with Chief Hambleton's analogy with the *X-Files*; you just can't have *Street Fighter* without these two. Ryu and Ken are the pillars to the *Street Fighter* universe!

And to Matt's inference to Ryu and Ken being the most powerful (and cheapest) of the *Street Fighter 3* bunch, I disagree also. Have you ever heard of the art of parrying? Parrying was made to counter against... guess what? Fireball-throwers and uppercutters!

This is just one of a many reasons how the "next-generation" stays "alive". Matt, you'd do well to practice this great invention from the creators of *Street Fighter 3*, and you'd be a better player for it. Banning Ryu and Ken from the *Street Fighter* legacy would be a crime unto itself

Sincerely,
Hoang Thai Nguyen,
Ft. Worth, TX

P.S. Is it just me, or am I the only one who misses the art of countering throws (i.e. Tech hits) from *Super Street Fighter II Turbo*?

CH: A well-argued point-of-view from the Ryu and Ken camp. In Matt's defense, I think he was a tad annoyed that he couldn't get to grips with the new fighters as quickly as his opponents who waded in with an old-school character. However, practice and competence puts pay to this argument. And now of course, Street Fighter EX *has shifted the world warriors into the 3D arena. Now even the might of Ryu and Ken are cast aside next to the new force in* Street Fighter... *Pullum Purna. Hmmm... Anyway, what do you think of EX? The new era of* Street Fighter *or a disgusted sacrilege to the art of 2D? Over to you!*

Dear Q&A,

I am an RPG fanatic. I love *Wild Arms*, but I'm really excited about *Final Fantasy VII*. I want to know a few things about it though:

1) I know there are codes on the Game Shark for the Japanese version, but will there be codes for the U.S. version?

2) Will your magazine have a full strategy guide on *Final Fantasy VII*?

3) How much will it cost to buy the translated version?

On another game topic, do you have a release date on *Breath of Fire 3*?

Eric Hurless,
San Diego, CA

CH: 1) You're darn tootin'!

2) You're darn tootin'!

3) You're darn too... erm. Sorry. MegaFan will cover Final Fantasy VII *in great depth in the next issue. Codes are likely, and we'll print some as soon as we discover any. The U.S. version should be around $50 (but shop around, there's free T-shirts!).* Breath of Fire 3*? September 11th in Japan. The U.S.? Early '98.*

Your thoughts and opinions are very welcome!
Please send your letters to:

MEGAFAN MAGAZINE CHIEF CHAT,
5137 CLARETON DRIVE, SUITE 210,
AGOURA HILLS, CA 91301 USA

Alternatively, e-mail one of my minions (and mark your letter 'Chief Chat') at this address;

dhodgson@metropolismedia.com

I'll return to my bulging sack next issue. Until then...

THIS MONTH'S STAR LETTER: BEVAN CALO
(anyone who can out-Rox Rox deserves a prize! Write in to claim it!)

*For the Nintendo 64, Sega Saturn or Sony PlayStation only. Current American release only. Please specify alternatives in the event that a game is unavailable.

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There has NEVER EVER been a shooter of this magnitude released in our lifetime, for any system, for any format, PERIOD! If you own a Saturn, you must own this game. If you don't, then purchase one just to play it Box set even comes with an all arranged TF music CD. Sept Special **$59.95** Box set (limited) **$73.95** (Limited to the first 100 orders)

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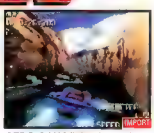

AERO GAUGE As the anticipation grows daily for the ultra cool F-Zero 64, Aero will ease the pain nicely. ***CALL!***

Game & Controller

GOEMON 5 PACKAGE SPECIAL

After playing the 64-powered Mystical Ninja at this year's E3 I realized that one of my top 5 favorite games of all time ,just reached a whole new realm Goemon with your choice of any N64 controller. **$119.95**

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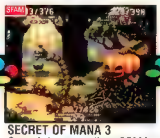

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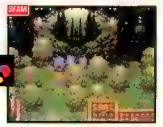

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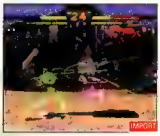

From the creator of the original SF2 comes Capcom's first ever 3D fighter featuring arcade perfect graphics and all new PS-exclusive features. Characters include Dhalsim and Sakura. **$79.95**

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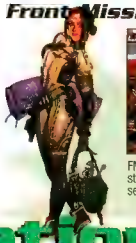

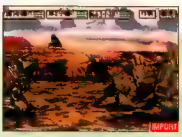

FM on the PS? Well, it's simple, the best strategy game of all time has a true sequel. SquareSoft, you rule! **$79.95**

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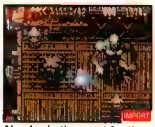

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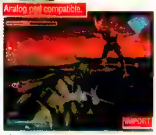

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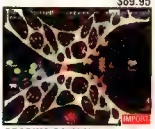

GRADIUS GAIDEN Konami bring it on!! Parodious, Darius, Twinbee, and Gradius! Thank you for supporting our habit! **$79.95**

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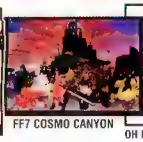
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OH MY GODDESS

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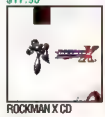
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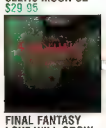
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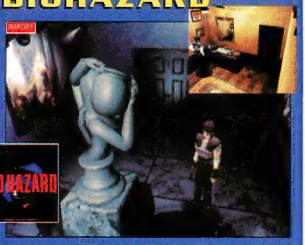

BIO HAZARD IMPORT SATURN SPECIAL : Get the millennium anticipated Bio Hazard Saturn with the original music CD **$79.95**

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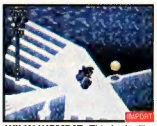

WILLY WOMBAT This looks like a N64 game, what's goin' on? 3D action fans must own this title. Thanks to Susumu Matsushita for the artwork. **$64.95**

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